



On

Parade

WAGGY

Tom Wilson

... I WONDER
WHICH ONE IS
ATARI ?



© 1982 Universal Press Syndicate

6-6 Wilson

ON PARADE

Video games are fascinating, frustrating, and sometimes even fearful.

They encroach on our personal lives for better and for worse...and provide a new focus for adult-child relations. They (as we know so well) have created a brave new generation of "whiz kids."

Sometimes it seems that, at any moment, they may take over.

Some say they already have.

DR. S

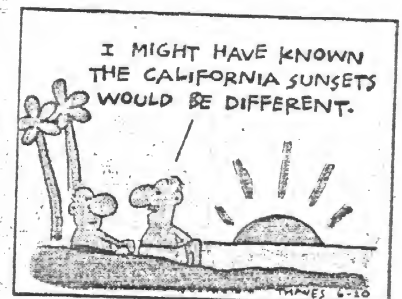
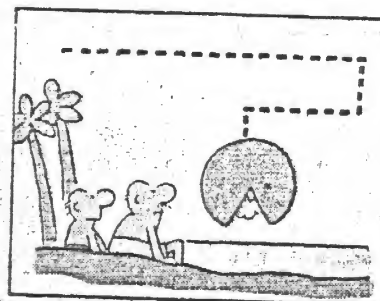
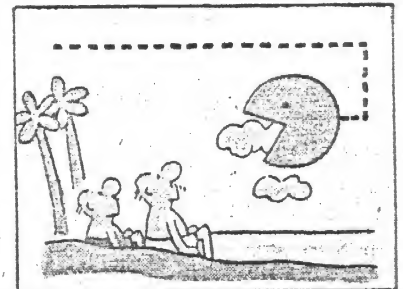
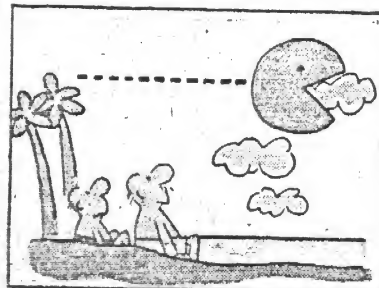
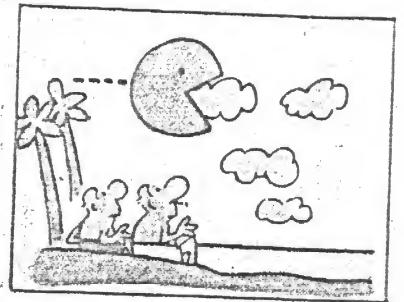
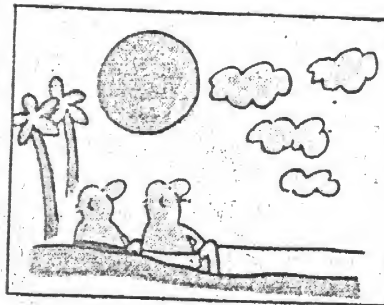
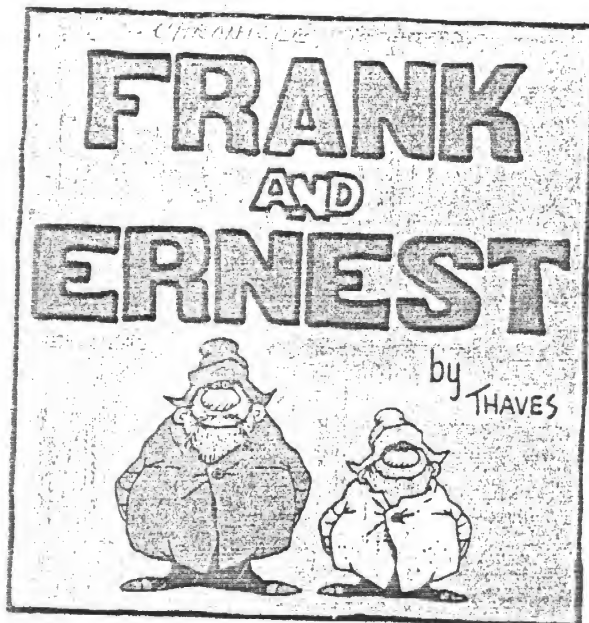
Dr. Storm

First Edition Copy #39

GUINDON



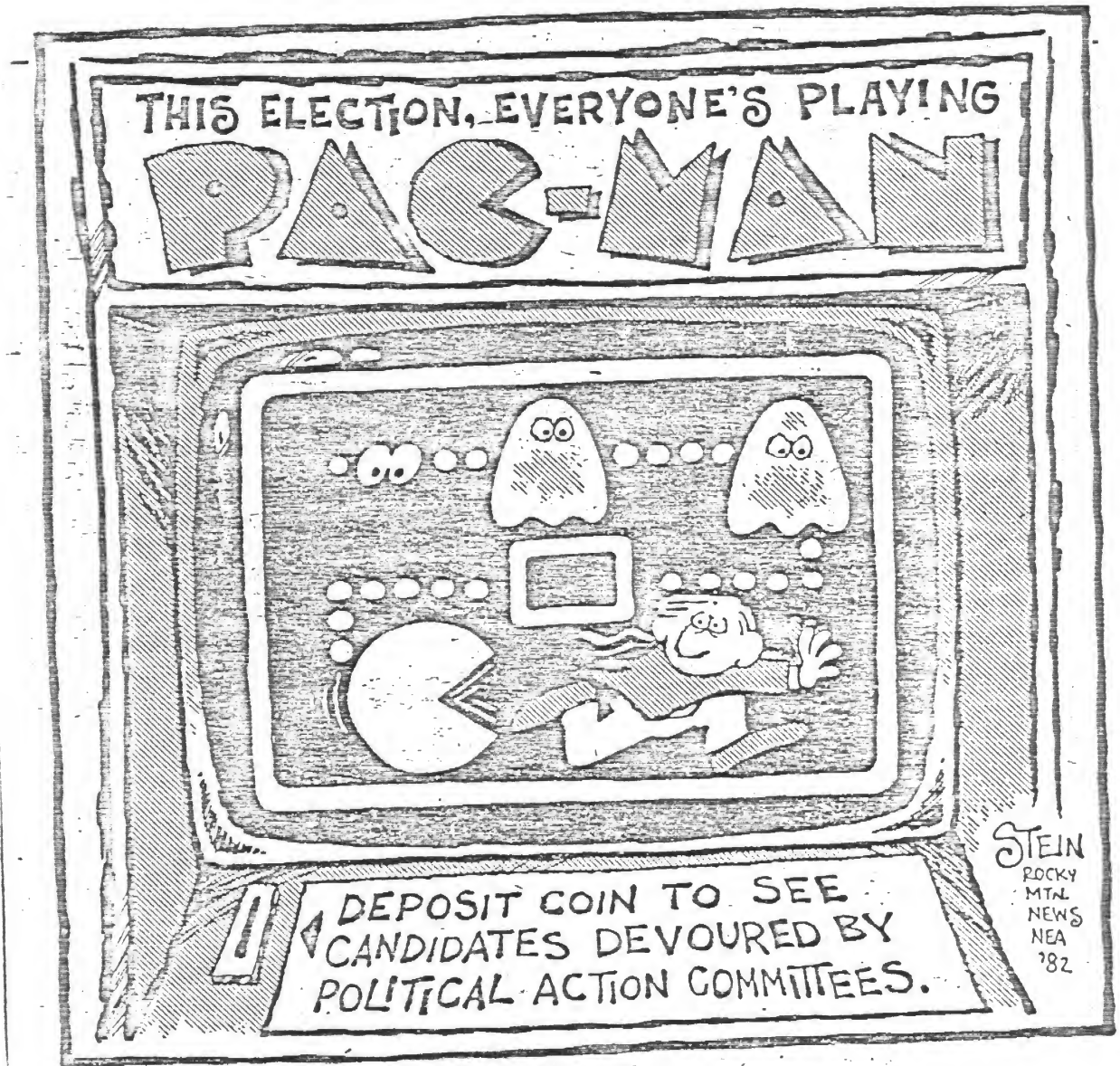
Knock it off! I'm trying to read.

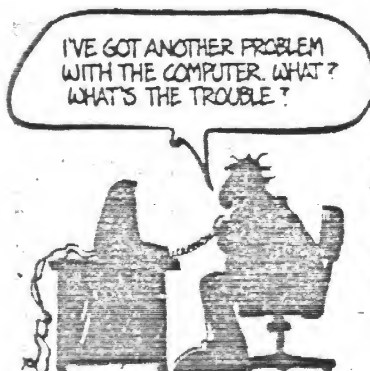


THE NEW YORKER
APRIL 5, 1982

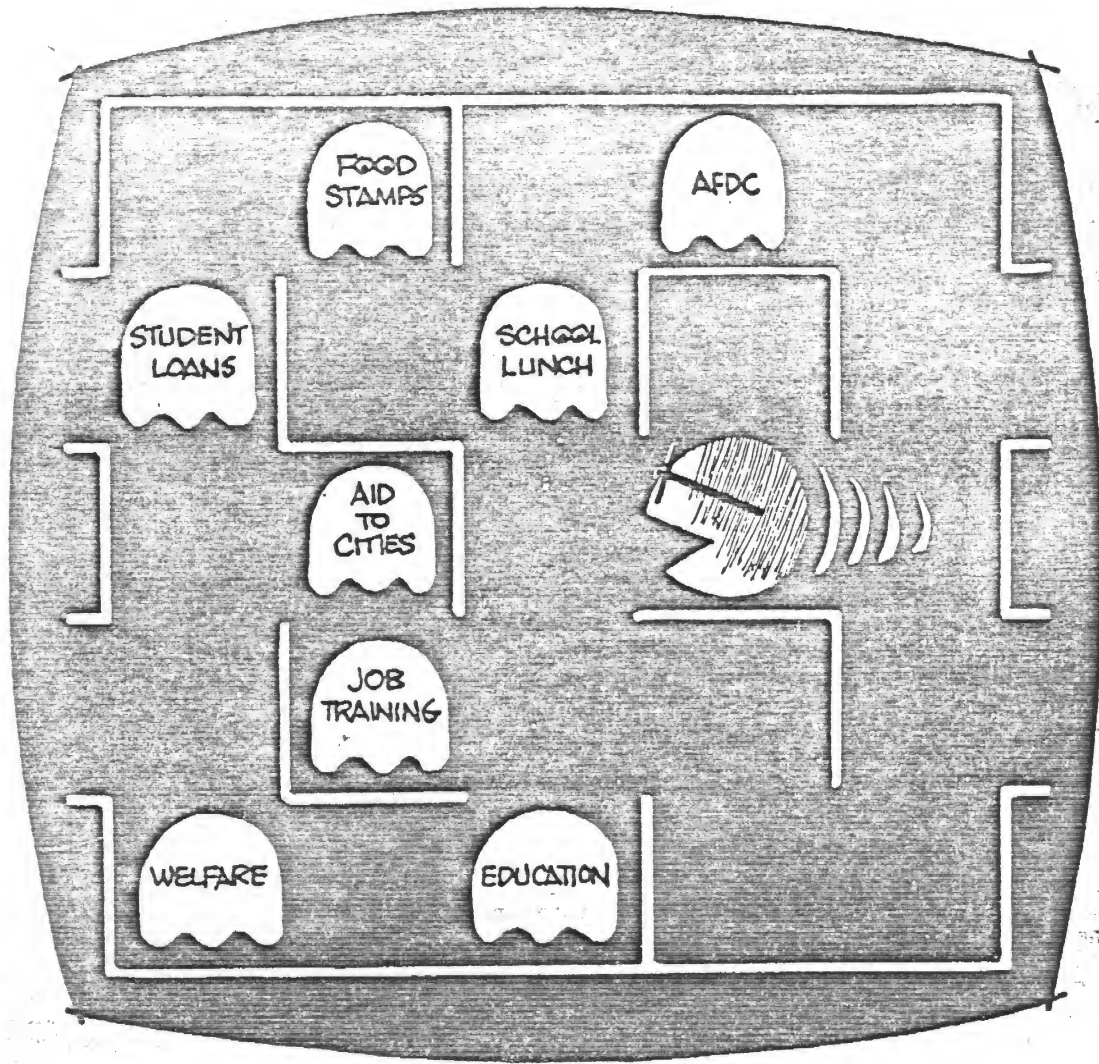
And a smooth-faced Atari executive, in charge of the Home Consumer Division, tears his gaze away from his in-office video screen and game master control to grin, "I play about 20 to 30 hours a day. If I had my druthers, I'd probably play all day long."—*San Francisco Examiner & Chronicle*.

You have your druthers, but they're getting to you.





From the Los Angeles Times



ONKAD
© THE LOS ANGELES TIMES 1982

Stoc Man

APR 29 1982

Form **1040** Department of the Treasury—Internal Revenue Service **1981**

U.S. Individual Income Tax Return

1. Your first name and initial (If joint return, also give spouse's name) _____ Last name _____ Your social security number _____

2. Present home address (Number and street, including apartment number, route) _____ Spouse's social security no. _____

3. Home or post office State and ZIP code _____ Your occupation _____ Spouse's occupation _____

4. Do you want \$1 to go to this fund? _____ Yes _____ No _____

5. If joint return, does your spouse want \$1 to go to this fund? _____ Yes _____ No _____

6. Privacy Act and Paperwork Reduction Act Notice: See instructions.

7. Single _____ Married filing joint return (even if only one had income) _____

8. Married filing separate returns. Enter spouse's social security no. above and full name here _____

9. Head of household (with qualifying person). (See page 6 of instructions.) If he or she is your unmarried child, enter child's name _____

10. Qualifying widow(er) with dependent child (Year spouse died: 19 _____). (See page 6 of instructions.)

11. Yourself _____ 65 or over _____

12. Spouse _____ 65 or over _____

13. First names of your dependent children who lived with you _____

14. Other dependents: _____

15. Total number of exemptions claimed _____

16. Add numbers entered in boxes above _____

17. Wages, salaries, tips, etc. _____

18. Interest income (attach Schedule B if you have any All-Savers interest) _____

19. Dividends (attach Schedule B if you have any) _____

20. Total. Add lines 17 and 18 _____

21. Exclusion (See page 9 of instructions) _____

22. Subtract line 21 from line 20. If less than zero, enter zero _____

23. Refunds of State and local income taxes (do not enter an amount if you deducted those taxes in an earlier year—see page 9 of instructions) _____

24. Alimony received _____

25. Business income or (loss) (attach Schedule C) _____

26. Capital gain or (loss) (attach Schedule D) _____

27. 0% of capital gain distributions not reported on line 12 (attach Schedule D) _____

28. Supplemental income (attach Schedule E) _____

29. Fully taxable pensions and annuities not reported on line 15 _____

30. Other pensions and annuities. Total received _____

31. Taxable amount, if any, from work on page 10 of instructions _____

32. Rents, royalties, partnerships, etc. (attach Schedule E) _____

33. Farm income or (loss) (attach Schedule F) _____

34. Unemployment compensation _____

35. Taxable amount, if any, from work on page 10 of instructions _____

36. Other income (state nature and amount on page 11 of instructions) _____

37. Total income. Add amounts in column for lines 7 through 20 _____

38. Moving expense (attach Form 3903F) _____

39. Employee business expenses (attach Form 2106) _____

40. Payments to an IRA (enter code from line 11) _____

41. Payments to a Keogh (H.R. 10) retirement plan _____

42. Interest penalty on early withdrawal _____

43. Alimony paid _____

44. Disability income exclusion (attach Form 2420) _____

45. Other adjustments—see page 12 _____

46. Total adjustments. Add lines 38 through 45 _____

47. Adjusted gross income. Subtract line 46 from line 37. If this line is less than zero, enter zero _____

The Tax-man Game

© 1982 Los Angeles Times Syndicate

Berry's World

By Jim Berry



© 1982 BY NEA, INC.

Jim Berry

"Psst! Ever tried a real Pac-Man knock-off?"

4/8/82

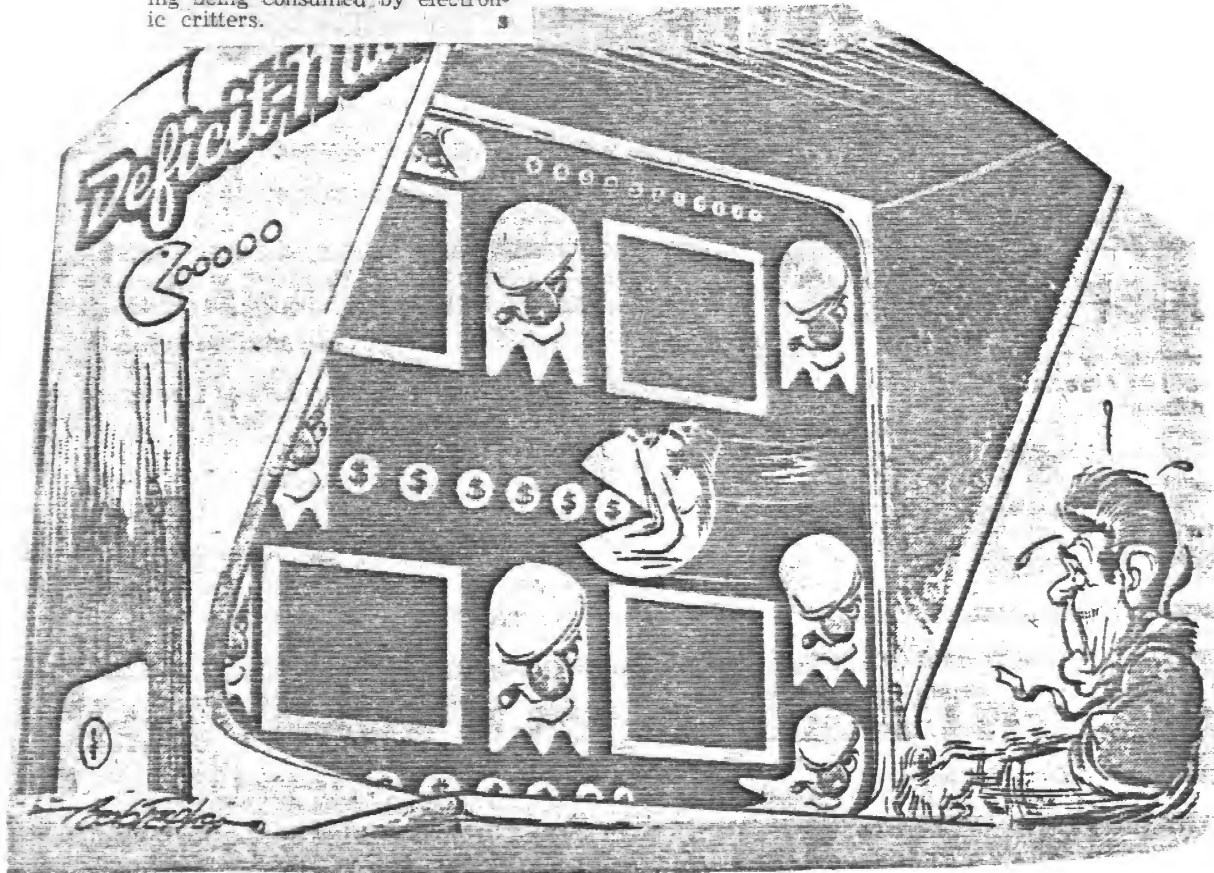
LA TIMES

Pacman invades Superior Court jury assembly room in San Jose

The video game craze has hit the jury room in San Jose's criminal courts, where officials installed two electronic "Pacman" games to help fight the problem of juror boredom.

The coin-operated machines, installed in October at the suggestion of a juror, also bring in \$45 a month, according to court administrator Charles Remy. And the owners of the machine — Silco West, Inc. — are even leasing the machines for free.

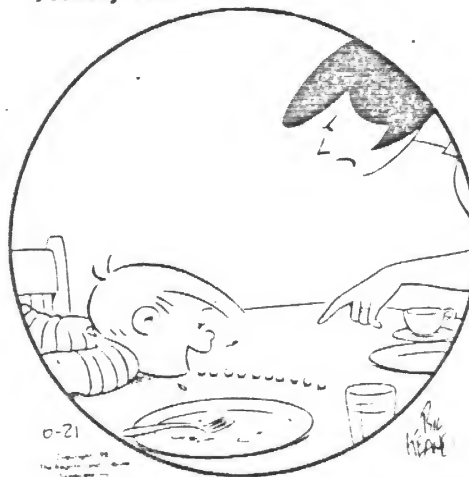
Remy said he picked "Pacman" over other games because it was "among the most popular of the video sets" and "seemed more adult than 'Space Invaders' " — another popular electronic game. Jurors pay 25 cents to play the game, which involves guiding a little yellow ball around a maze while avoiding being consumed by electronic critters.



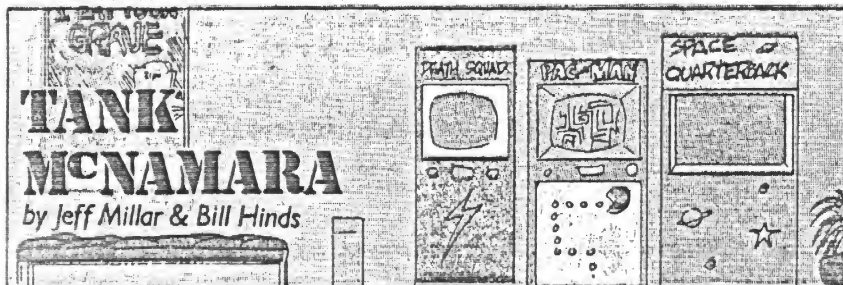
CATHY / Cathy Guisewite



Family Circus □ Bil Keane



"Put those peas back on your plate, Pac-Man."



Pac-Man and the real world

THE man of the hour is a round, bald little guy with one beady eye and an enormous mouth. Best-selling books and rock songs are being written about him. His greenish-yellow countenance beams out from T-shirts, puzzles, bumper stickers and pajamas. And from tens of thousands of video screens — for the man of the hour is, of course, Pac-Man.



H. Bruce Miller

For those of you who have spent the past 18 months hunting the yeti in the trackless Himalayas, Pac-Man is not actually a man at all but an electronic blip that races around a video maze devouring things while trying to avoid being devoured by four electronic "ghosts."

Pac-Man (the name is from the Japanese verb *paku*, meaning "to eat") has been sensationally popular in the video arcades for nearly a year and a half, but Atari's marketing of a home-TV version has touched off a Pac-Man fad that borders on frenzy. In addition to the spin-offs mentioned above, there are plans for Pac-Man cards and gift wrap, Pac-Man bed linens, Pac-Man children's clothes, a non-electronic Pac-Man board game and even a Pac-Man pinball machine — though it's a little hard to see the point of making a pinball version of a game that's really an electronic version of pinball to begin with.

All of this promises to make megabucks for Atari, for Bally Manufacturing Corp., which makes Pac-Man arcade games and owns royalty rights to the spin-offs, and for Namco Ltd. of Japan, Pac-Man's creator.

If the Pac-Man craze lasts long enough, it no doubt also will provide grist for the ever-churning mills of academia. One can imagine anthropology seminars discussing Pac-Man and the Territorial Imperative, or English doctoral theses on Pac-Man and the Picaresque Tradition.



March 23rd Newsday

CARTOON VIEW

PALEOLITHIC
MAN



NEANDERTHAL
MAN



CRO-MAGNON
MAN



PAC-
MAN



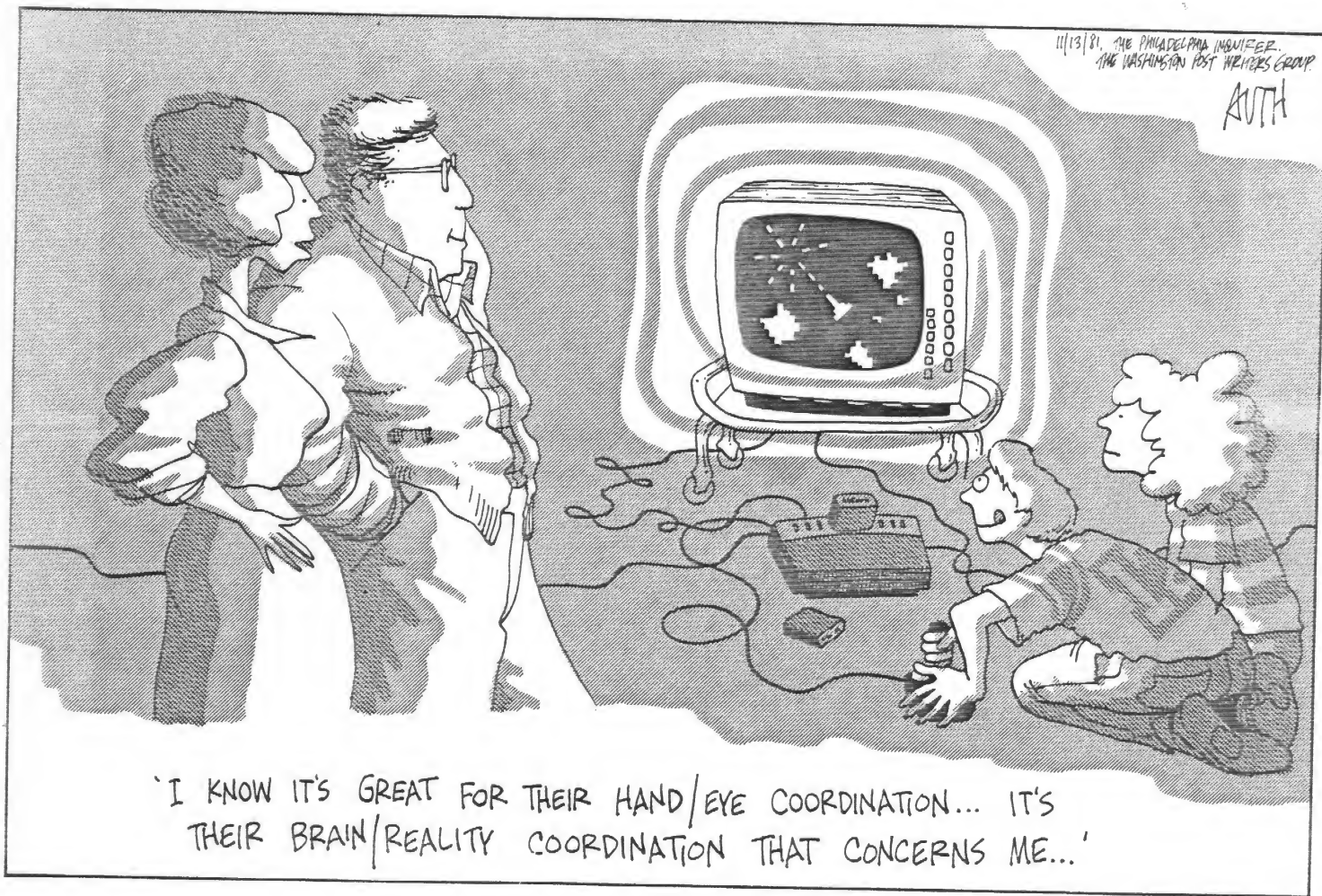
Marietta, The Charlotte Observer



"Hey, this guy from UCLA has a lot of drive . . . His grades aren't great, but he made over 3 million points playing Pac-Man!"

11/13/81, THE PHILADELPHIA INQUIRER.
THE WASHINGTON POST HERALD GROUP.

AUTH



'I KNOW IT'S GREAT FOR THEIR HAND/EYE COORDINATION... IT'S
THEIR BRAIN/REALITY COORDINATION THAT CONCERNS ME...'

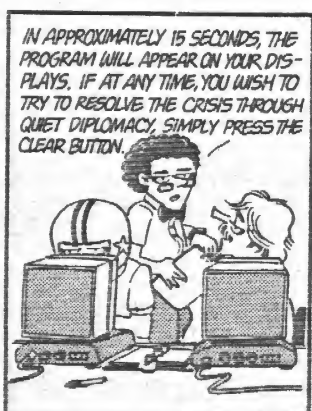
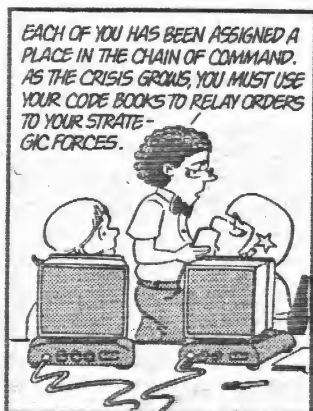


WSJ - 6/16/82

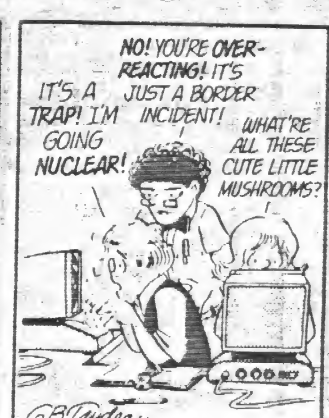
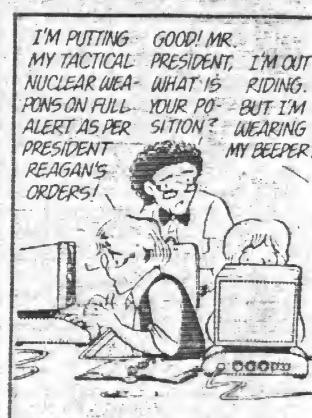
Doonesbury / Garry Trudeau



Doonesbury / Garry Trudeau

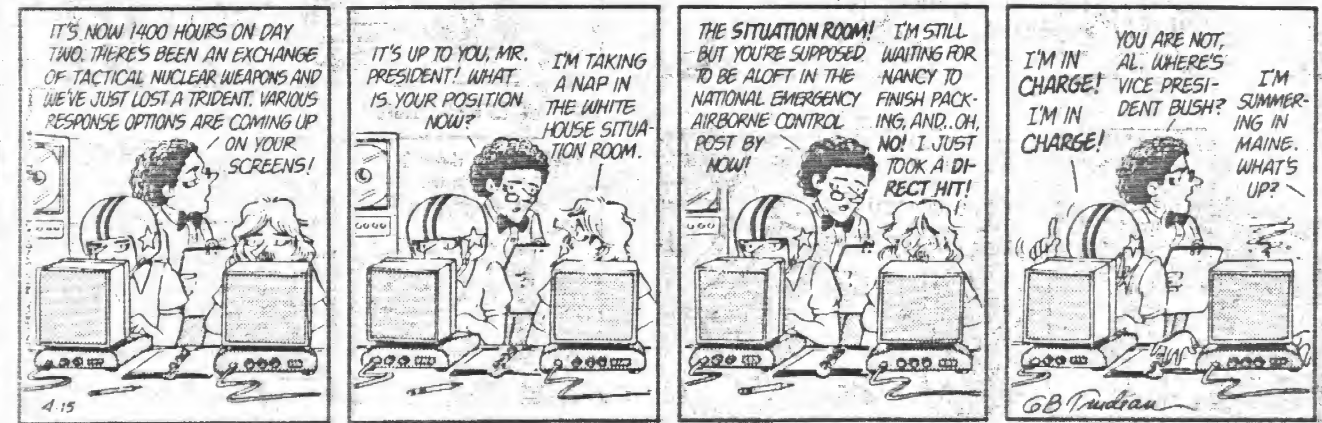


Doonesbury / Garry Trudeau





Doonesbury / Garry Trudeau

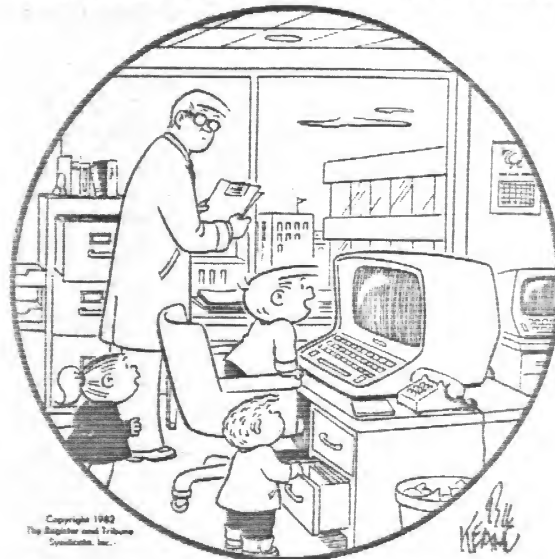


Doonesbury / Garry Trudeau



DOONESBURY / Garry Trudeau





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"Wow! You mean you get to play video games all day, Daddy?"

Space War Realism Now Looms Large In Atari's Game Plan

By EILEEN ALL BOWEL

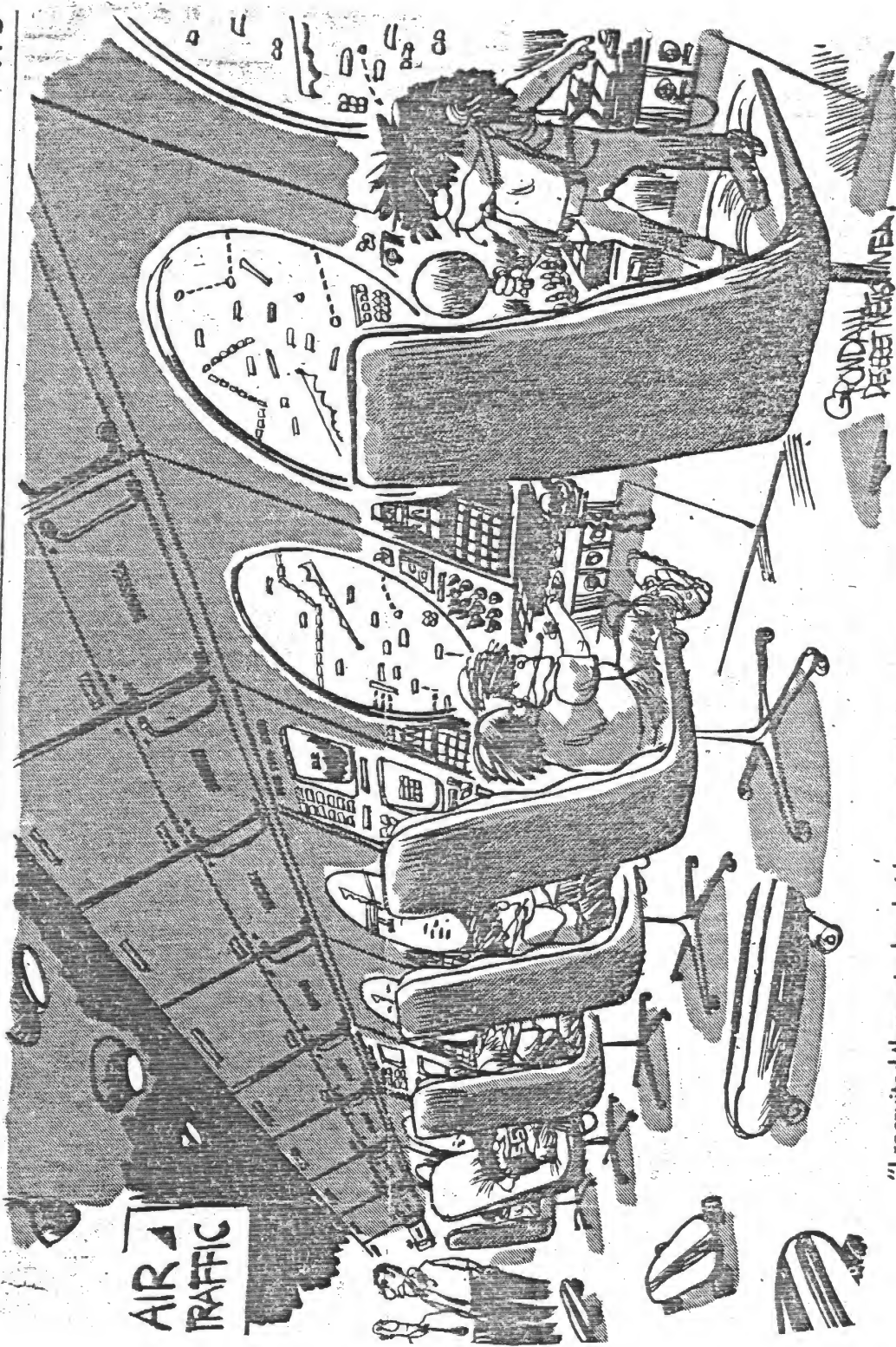
Staff Reporter of OFF THE WALL STREET JOURNAL.

SUNNYVALE, Calif.—Atari, Inc., yesterday acquired the Strategic Air Command (SAC), the National Aeronautics and Space Administration (NASA), and most of the solar system. The sale price was rumored to exceed \$100 billion.

According to a company spokesman, the purchase was made in order to take advantage of "idle production capacity" in Atari's worldwide network of electronics manufacturing facilities.

Atari last week posted earnings of \$987 billion on sales of nearly \$3 trillion. The company has been expanding so rapidly, the spokesman said, that it has "begun to influence tides."

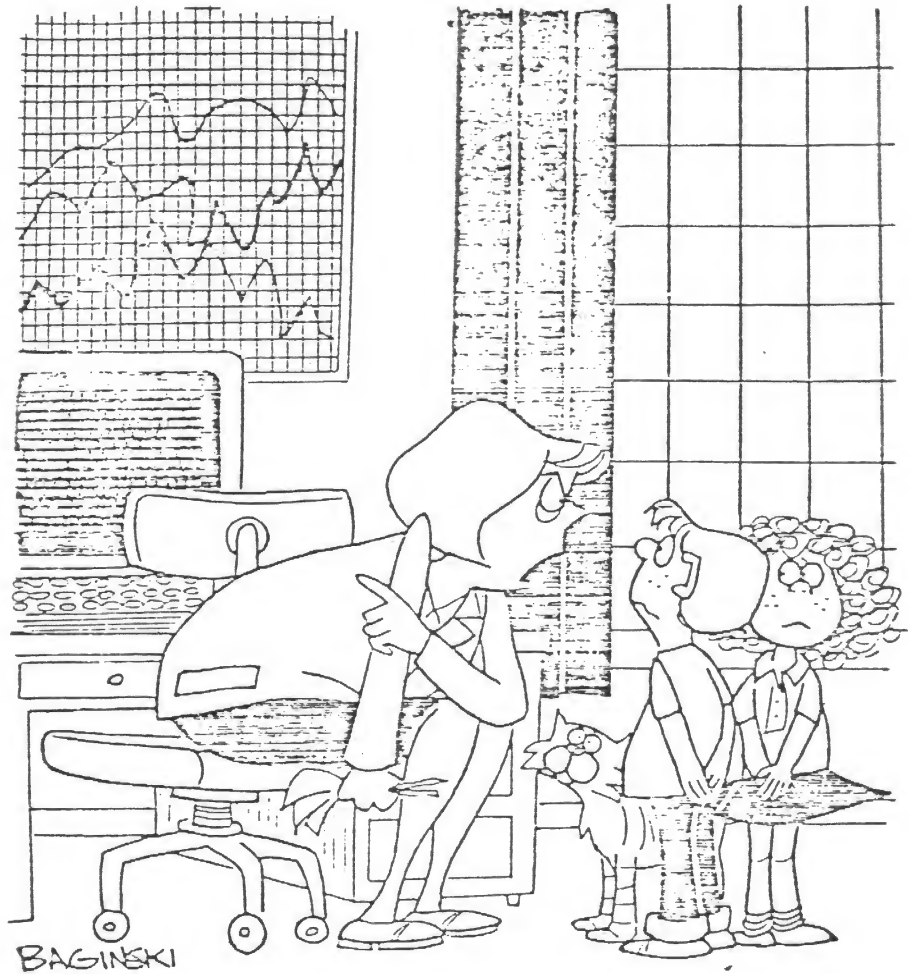
Atari's plans for its latest acquisitions were not revealed, but industry insiders said the company plans to turn SAC, which is the nation's first line of defense in the event of nuclear attack, into "an enormous video game" along the lines of Atari's popular Missile Command. NASA, a perennial money loser, was reportedly added to the package at the last moment when government officials began to have second thoughts about the sale.



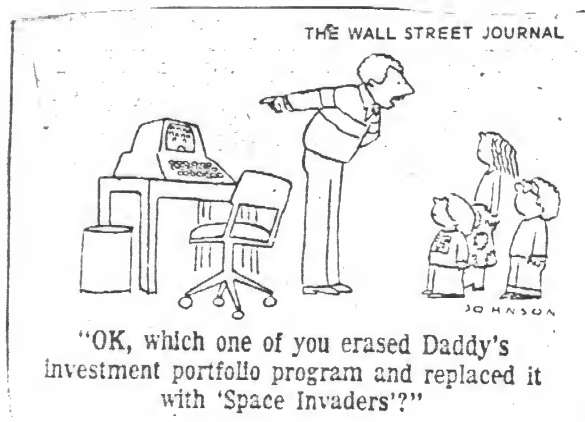
"I recruited them at a local video game arcade . . . they never have less than a perfect score."



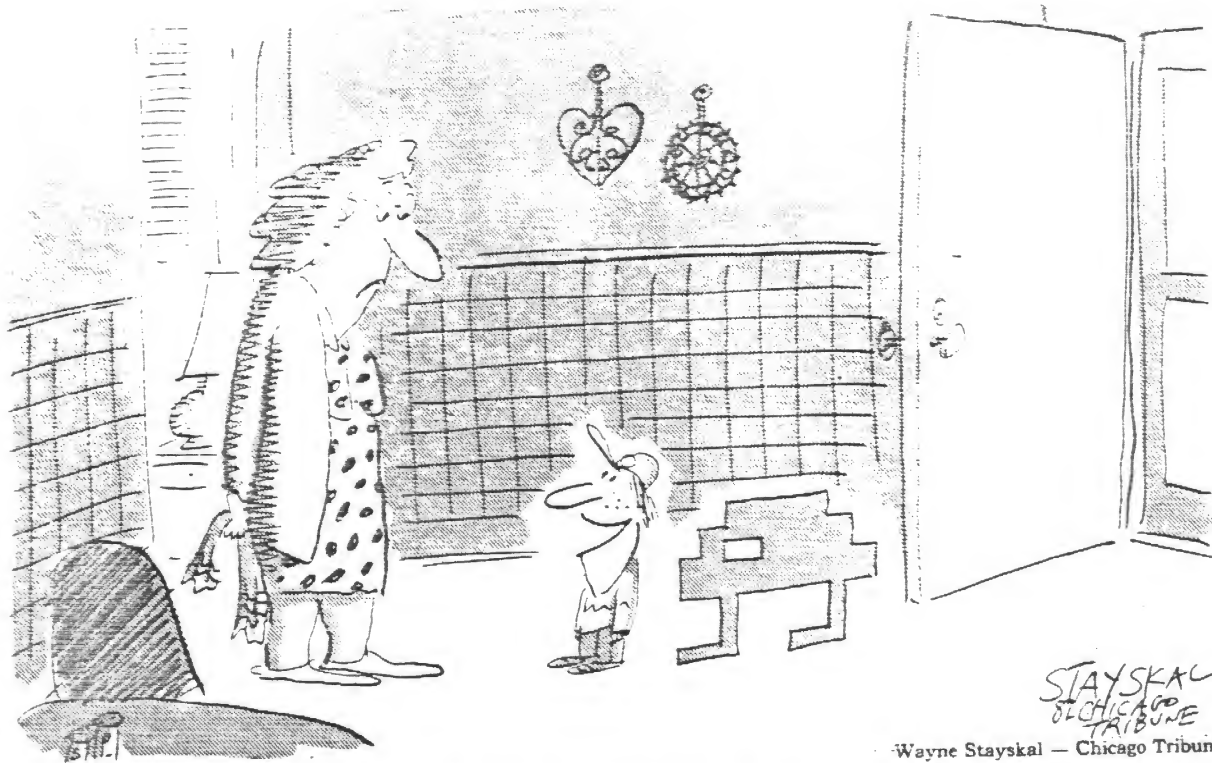
THE NEW YORKER, DATE UNKNOWN



"OK, who erased my income tax program and put in Space Invaders?!"



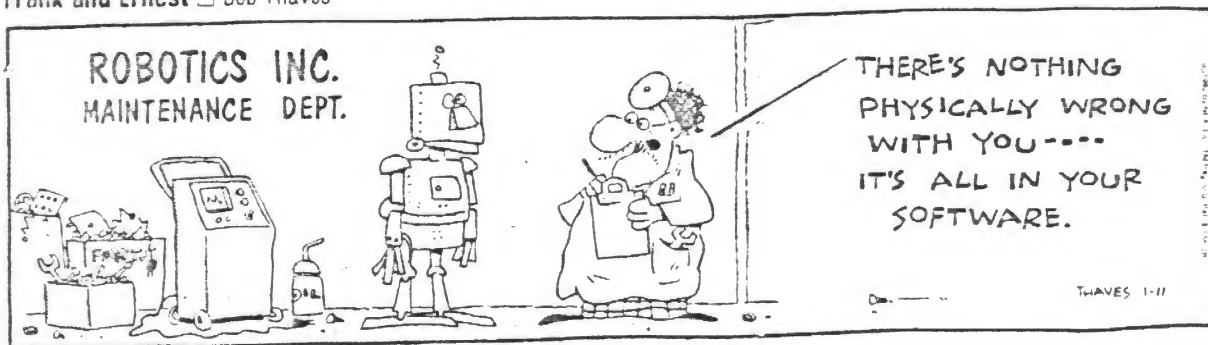
"OK, which one of you erased Daddy's investment portfolio program and replaced it with 'Space Invaders'?"



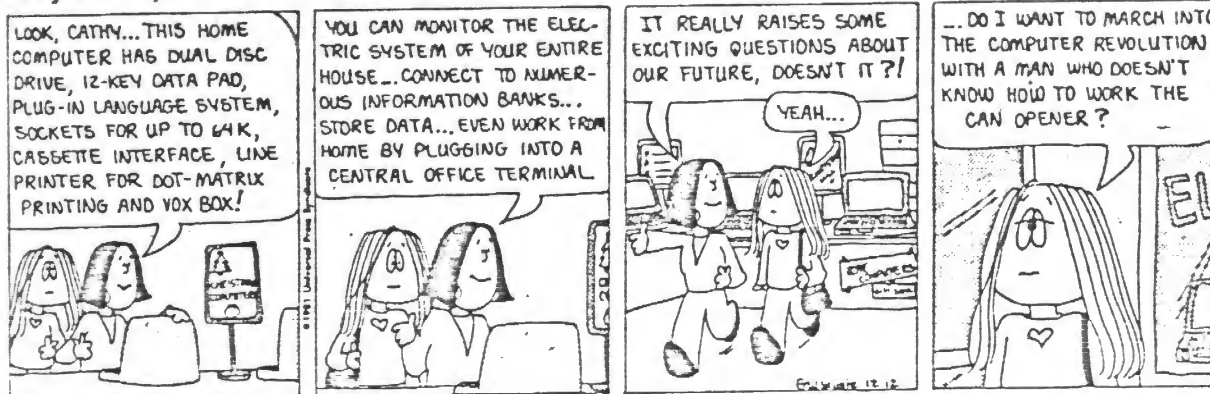
Wayne Stayskal — Chicago Tribune

'It followed me home from the video game arcade . . . Can I keep him?'

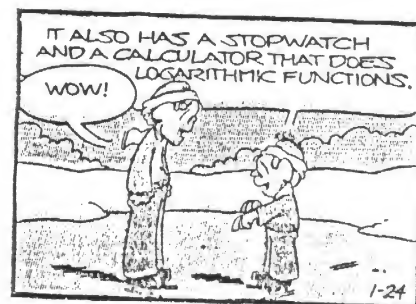
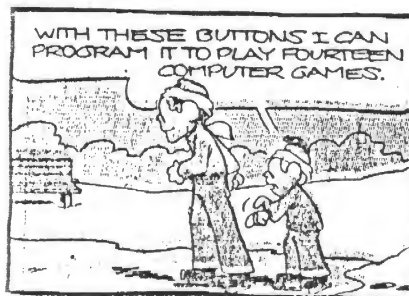
Frank and Ernest ☐ Bob Thaves

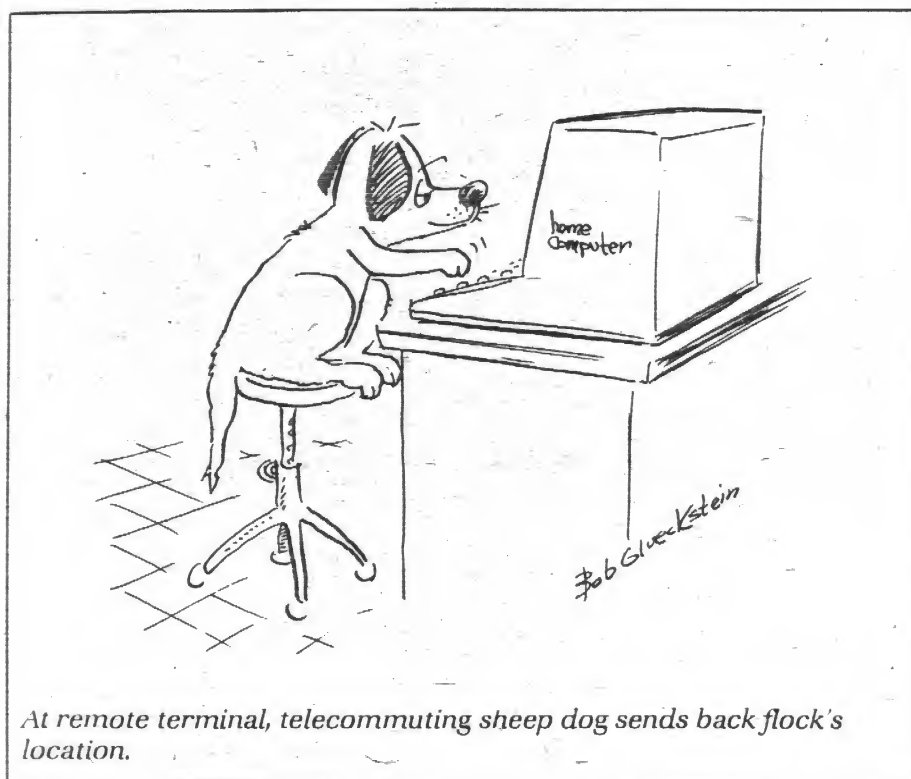
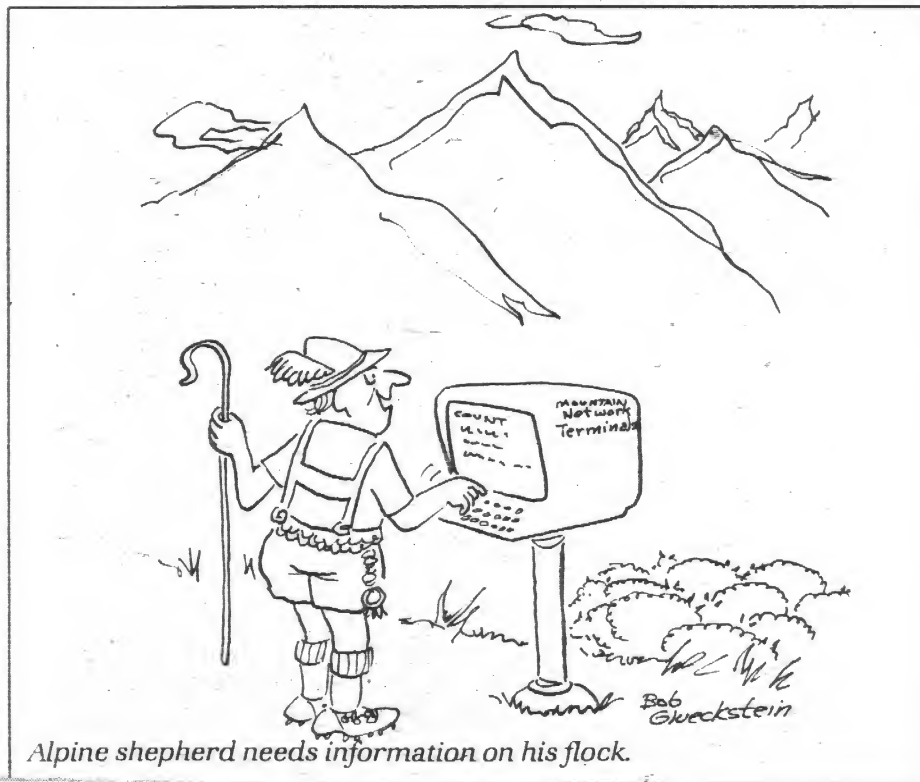


Cathy ☐ Cathy Guisewite



Downstown
by Tim Downs





Downtown

By Tim Downs



Downtown

By Tim Downs



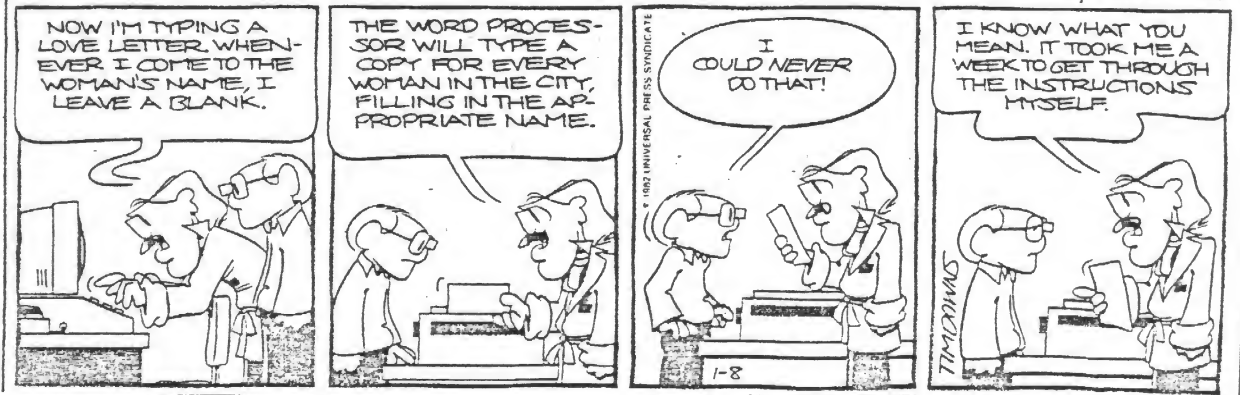
Downtown

By Tim Downs



Downtown

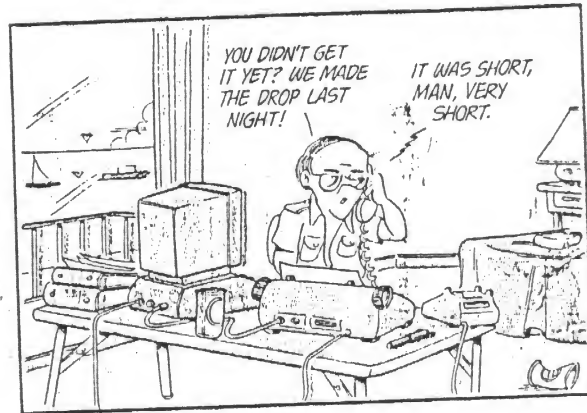
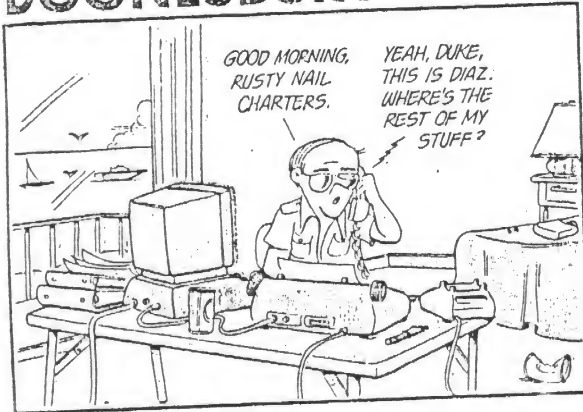
By Tim Downs



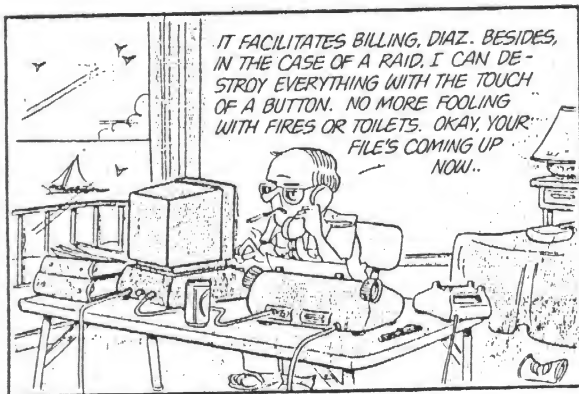
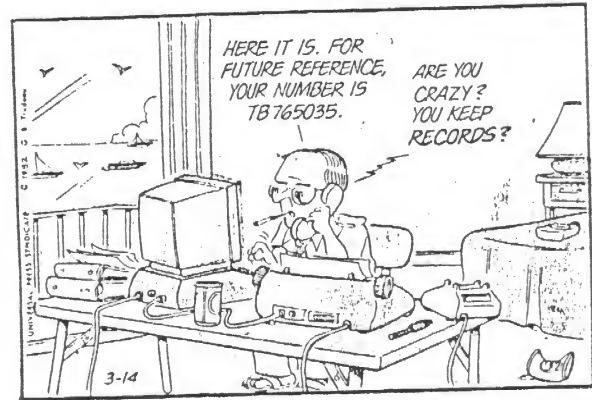
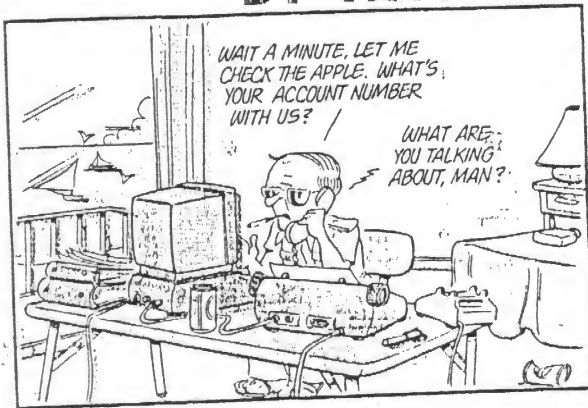
11/7/82 L.A. TIMES

11/8/82 L.A. TIMES

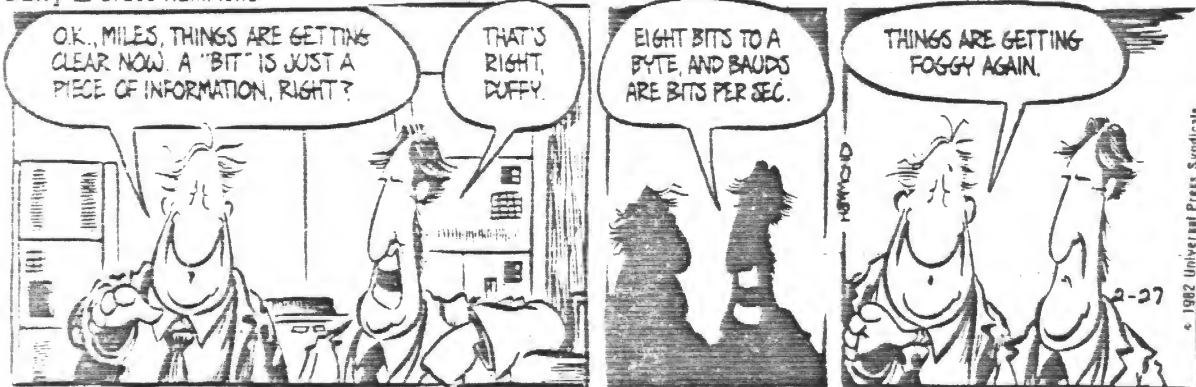
DOONESBURY



BY TRUDEAU

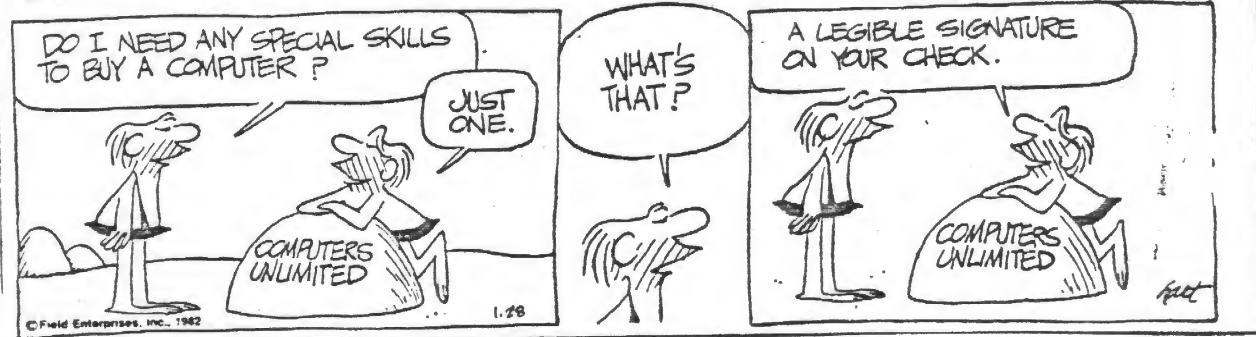


Duffy □ Bruce Hammond

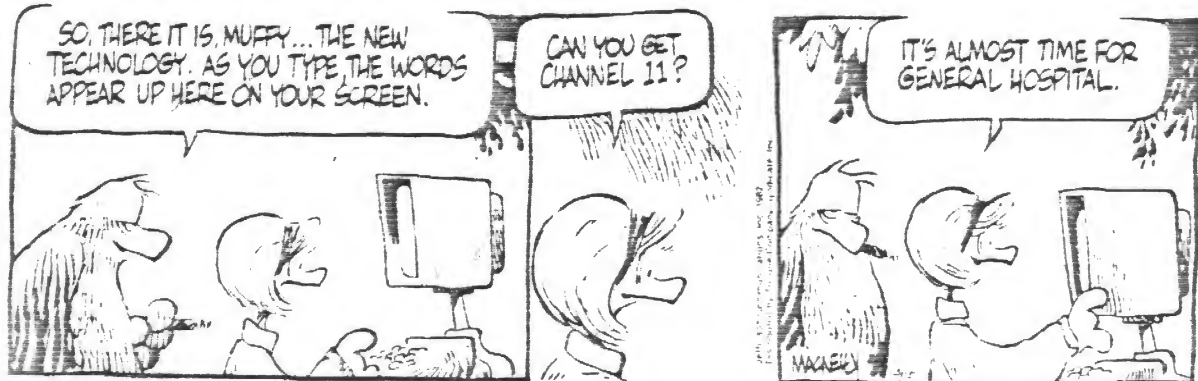


B.C

By Johnny Hart



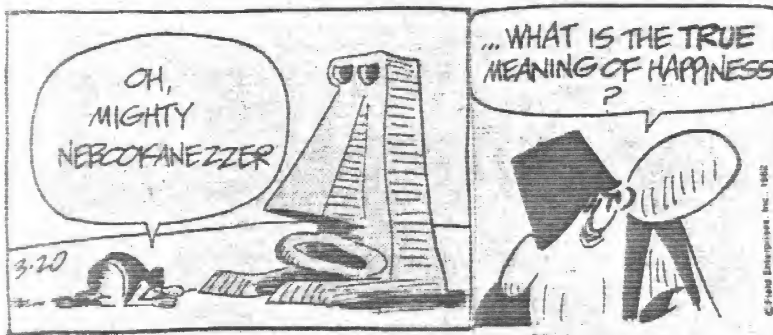
Shoe □ Jeff MacNelly





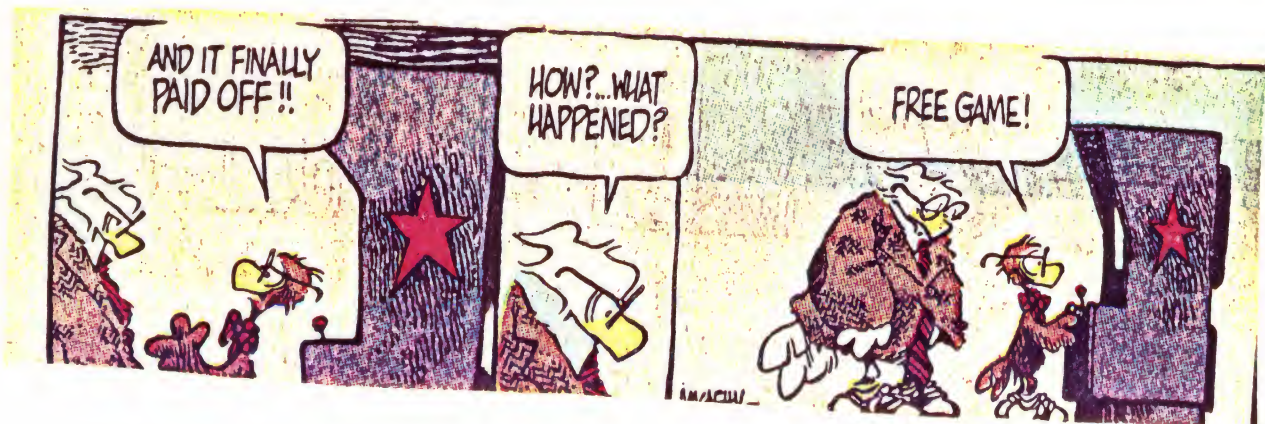
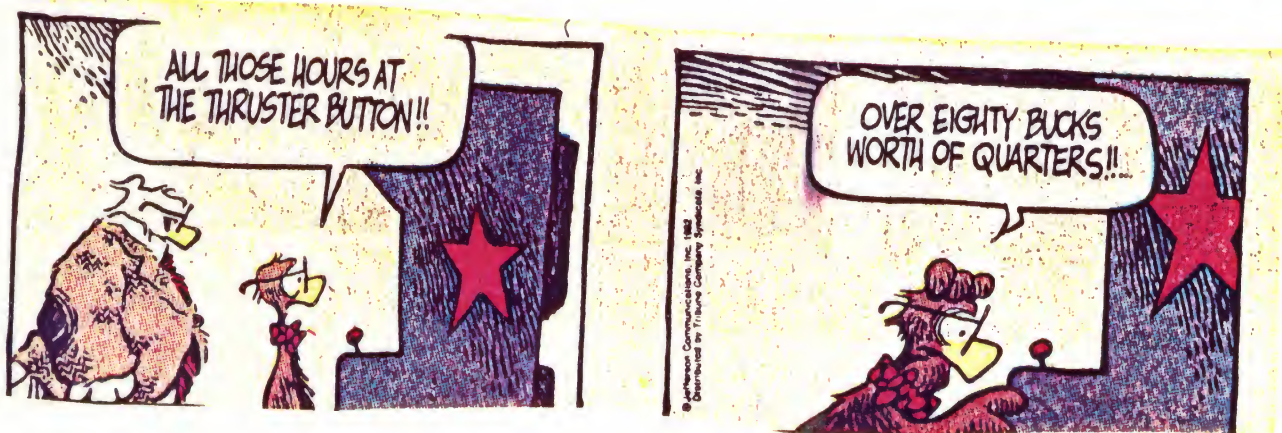
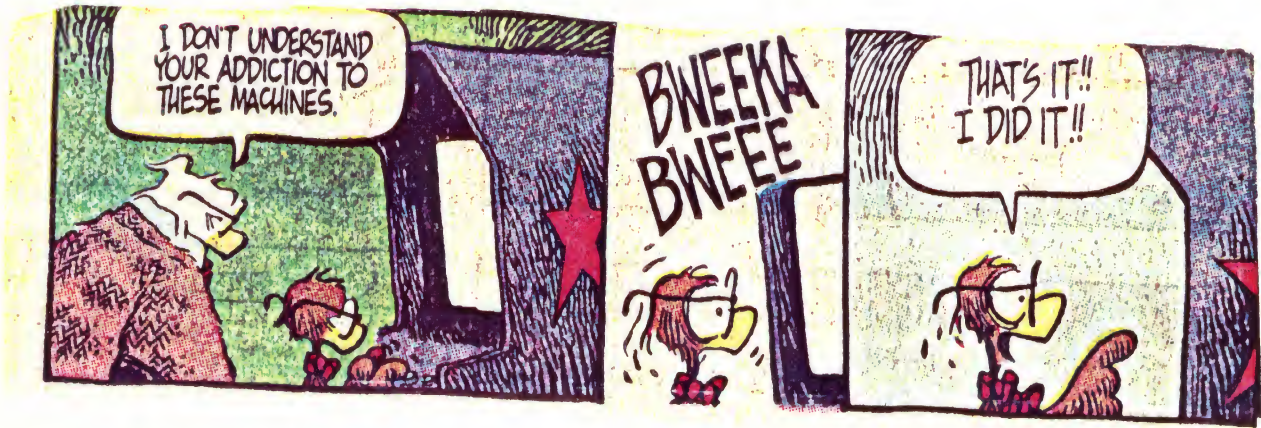
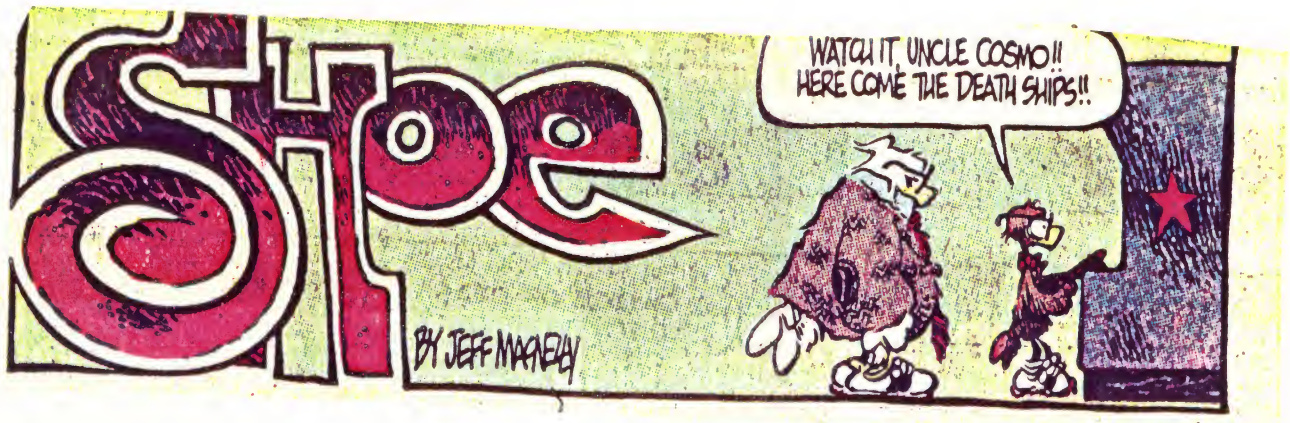
ORIGINAL CARTOON: KEN ERNEY
"CLEAN UP THIS PIGSTY, OR BY GOD, I'LL MAKE YOU WATCH TELEVISION!"

Crock

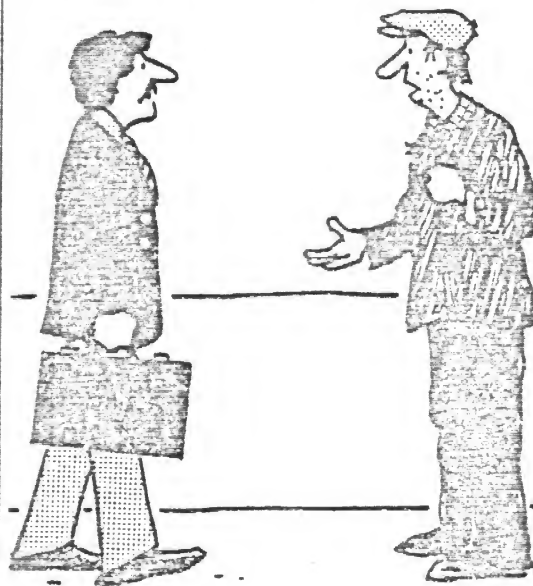


By Rechin and Wilder





Berry's World

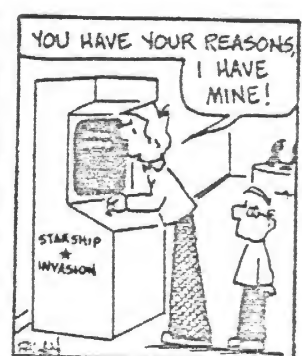


© 1981 by NEA Inc. *John Berry*

*'Hey, buddy! Got a quarter for a
game of asteroids?'*

Drabble

By Kevin Fagan



Drabble

By Kevin Fagan



Drabble

By Kevin Fagan



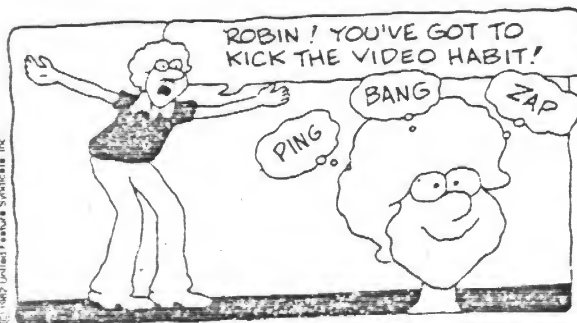
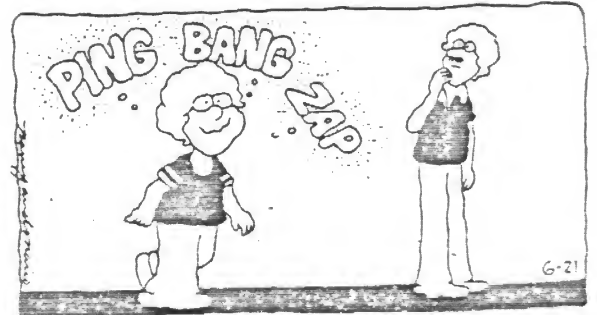
6/2-6/4
LA TIMES



© 1990 by NEA, Inc.

Jim Berry

"Terribly sorry! I'm hooked on this electronic game I bought for my kid. Go ahead with your report."

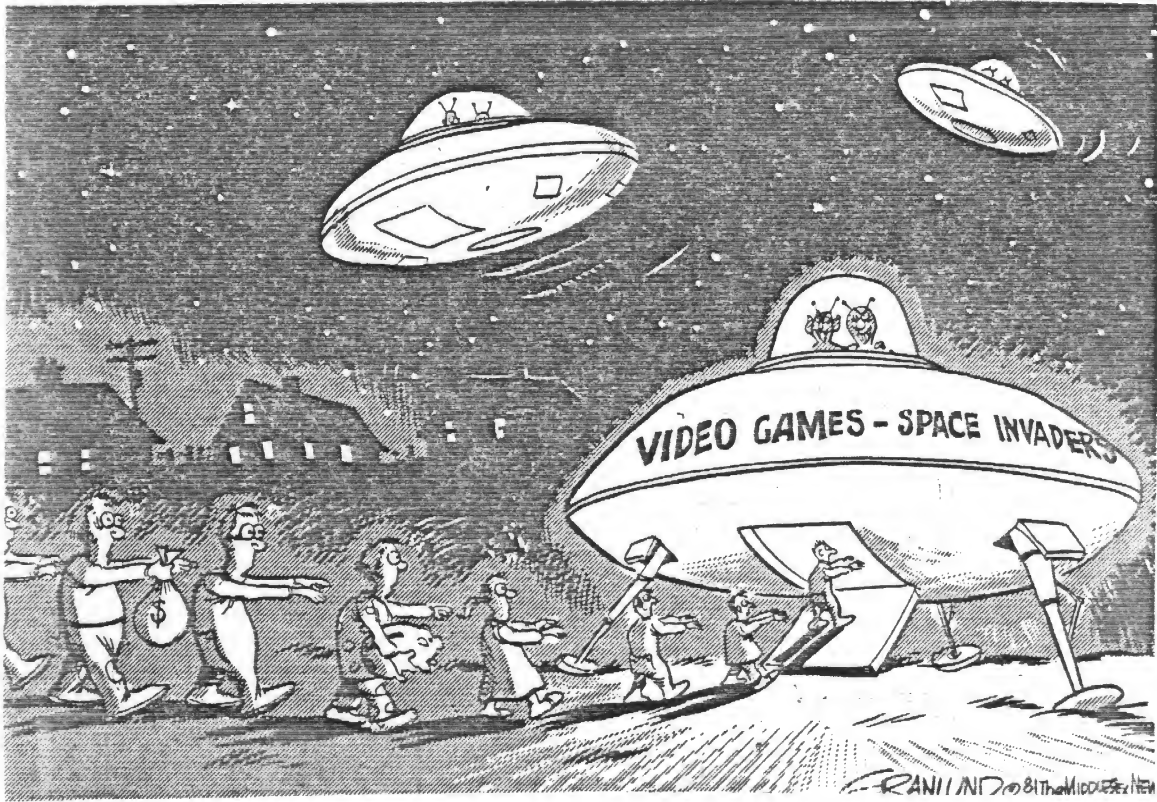


© 1981 L.A. TIMES SYND.



Little Jimmy Fenster, in a halfway house for kids trying to kick Space Invaders is proving to be a very tough nut to crack.

FRAMINGHAM, MA. MIDDLESEX NEWS

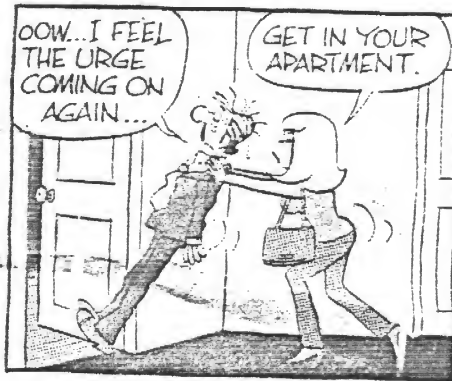
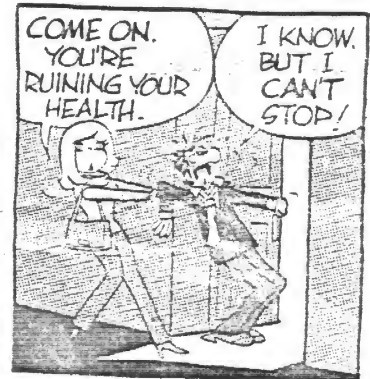


Berry's World

By Jim Berry



"You think YOU'VE got troubles. MY kid's got a twenty-dollar-a-day Pac-Man habit!"





Ron Burda — News

Jim Thurston has conquered difficult electronic games

Eighth-grader undisputed champ when it comes to electronic games

By Ed Hering
Staff Writer

Jim Thurston is looking for more work to support his expensive habit. The 13-year-old is addicted to electronic games.

So expert is Jim, an eighth-grader at Curtis Junior High School in San Jose, that he's the going-away champ at the new and difficult "Asteroids" game at his favorite arcade.

"I play for two days a week for maybe two or three hours," Jim says. He used to have even more playing time, in return for cleaning up at the arcade, the Time Zone in Mountain View.

The popular hangout for

teen-age boys recently changed ownership and Jim lost his job cleaning the floor and washing windows.

But Jim is undeterred. He still rides the bus after school from the mobile home park where he and his four brothers and sisters live to the Mountain View arcade.

"I live near Milpitas and Alviso and it's a good bus connection," he explains.

"Around the mobile home park where I live I do a lot of work. My friend and I wash cars and do odd jobs," Jim says.

He also works for a health spa chain, putting free 30-day passes on car windshields in parking lots.

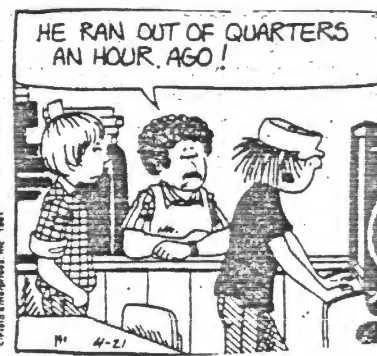
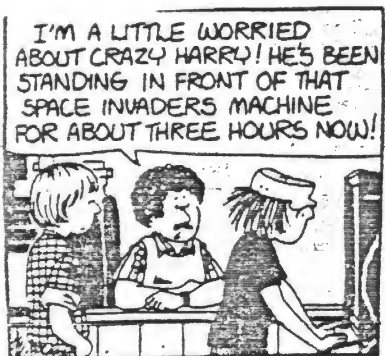
The favored Asteroid game is new on the arcade scene, but in the six weeks Jim has been playing it, he's been able to achieve a game score of more than 90,000 points.

"A lot of other players average over 17,000," he says in comparison.

"It just drives you to play it more. You lose and it gets you frustrated and you want to play it again."

He can be found wearing a Dallas Cowboys cap. The Cowboys and the Steelers are his favorite teams.

He water skis in the summer and hopes to be an electronics technician in the Navy "so I can build my own games."

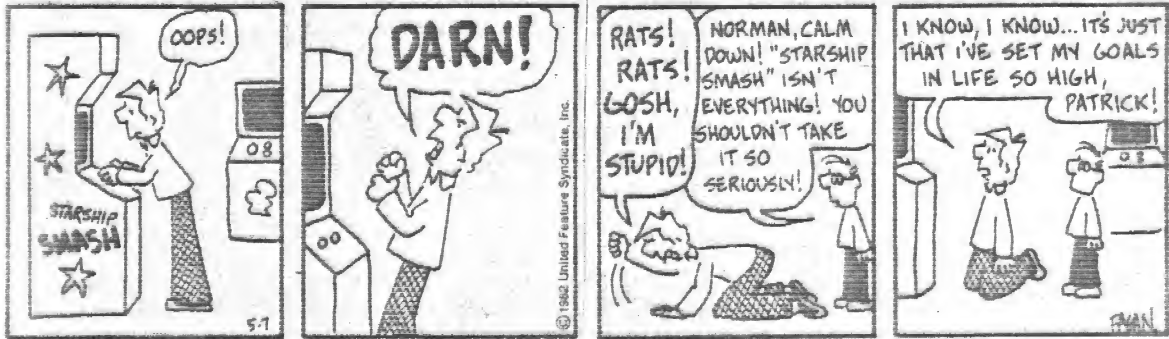


Funky Winkerbean



Drabble

By Kevin Fagan



Berry's World

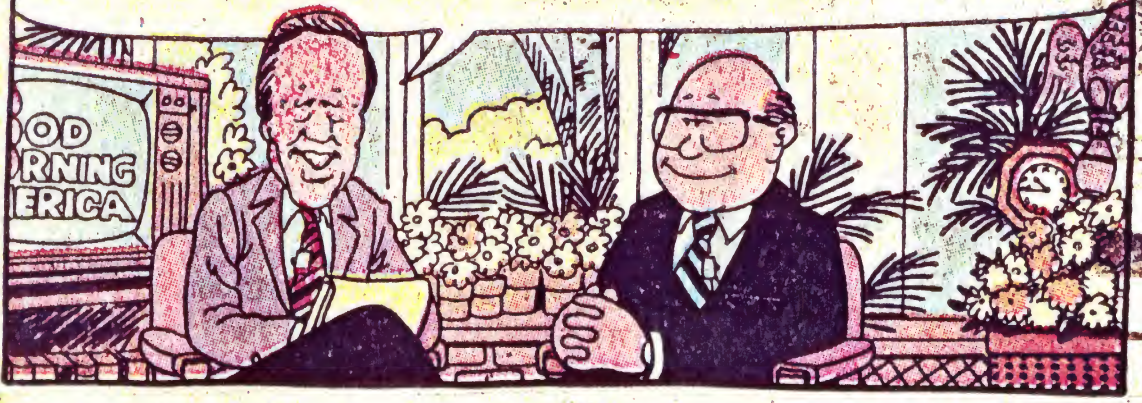
By Jim Berry



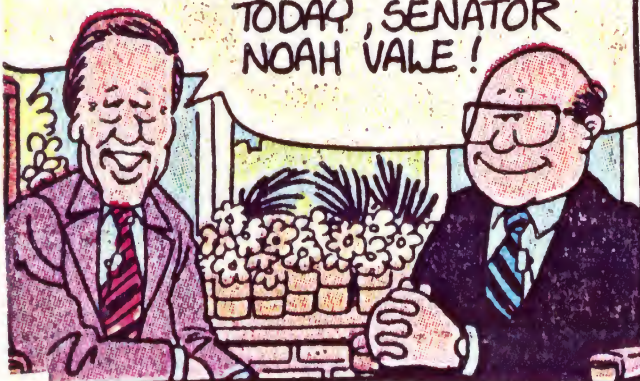
FUNKY WINKERBEAN



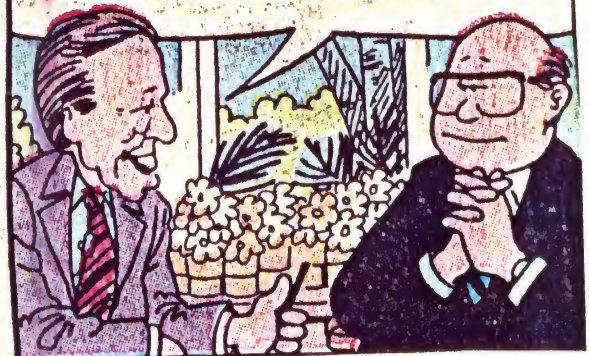
IN RECENT MONTHS, QUITE A CONTROVERSY HAS DEVELOPED OVER WHETHER OR NOT PLAYING PAC-MAN IS HARMFUL TO OUR NATION'S YOUTH!



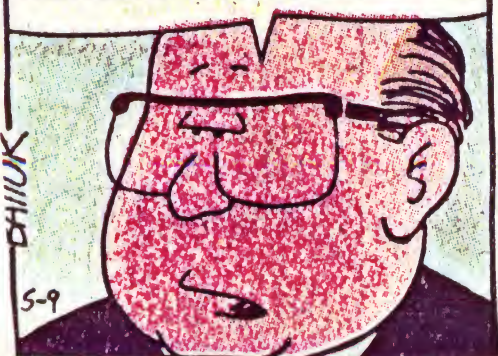
THE LEADING PROPONENT OF THE MOVE TO OUTLAW PAC-MAN MACHINES IS HERE WITH US TODAY, SENATOR NOAH VALE!



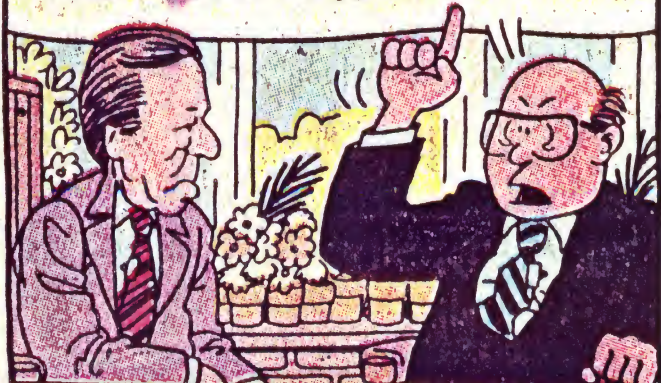
SENATOR VALE, JUST WHAT WOULD YOU SUGGEST THAT YOUNG PEOPLE DO INSTEAD OF PLAYING PAC-MAN?



FOR ONE THING, DAVID, THEY COULD TAKE UP A NORMAL, WHOLESOME ACTIVITY LIKE BOWLING!



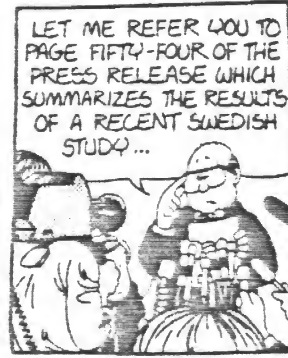
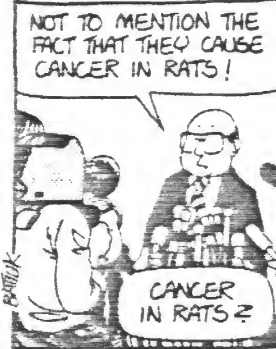
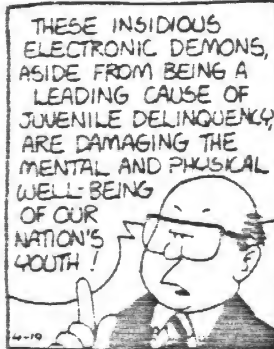
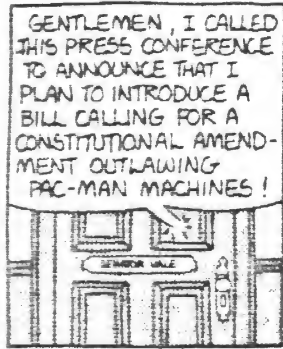
LET'S GET OUR KIDS OUT OF THE ARCADES AND INTO THE ALLEYS!!



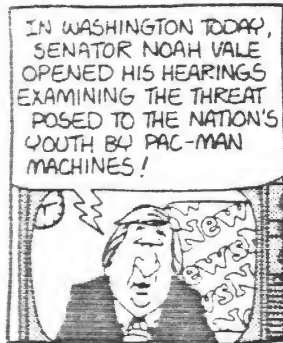
CHUCK

5-9

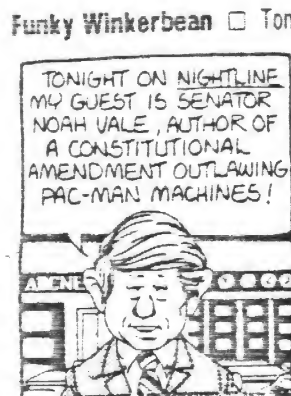
Funky Winkerbean □ Tom Batiuk

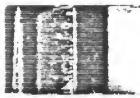


Funky Winkerbean □ Tom Batiuk



Woo Dale □ Marrie Turner





WEEKLY WORLD

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NEWS

June 1, 1982

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VOL. 3, Issue 34

'Dallas' star Linda Gray
tells why she needs
romance in her love life



High school student drops dead at controls

TEEN KILLED BY VIDEO GAME

Video game kills teen

By MILO VENEER

Locked in an intense, life or death battle with the video game "Berserk," young Peter Bukowski's weak heart suddenly short-circuited under the strain.

Shocked players at the Calumet, Ill., video center were stunned as they watched the 18-year-old youth suddenly slump at the controls of "Berserk" and slowly crumple to the ground.

His lifeless body was a tragic symbol of the video

game's conquest over its human foe.

Incredibly, Dr. Albert Willardo, the coroner for Lake

County, Ind., said the tension of playing the game actually killed the high school youth.

When Dr. Willardo autopsied

Massive stress stopped his heart, coroner says

the body, he discovered that Peter had an undetected heart condition known as myocardial inflammation or inflammation of the heart.

However, it was not the condition which killed the teen, insisted Dr. Willardo — it was the stress caused by playing the game.

"It was the kind of condition that could go undetected for his whole life," explained Dr. Willardo.

"He wouldn't have any symptoms and even tests wouldn't necessarily pick it up."

But the condition can lead to death if the person puts him or herself under a lot of stress, the coroner explained.

"There's a lot of stress in playing these video games," said Dr. Willardo. "People get emotionally and physically involved with the competition."

"There was an article about

these games which described intense video players as saying: 'I'm gonna beat this game even if it kills me.'

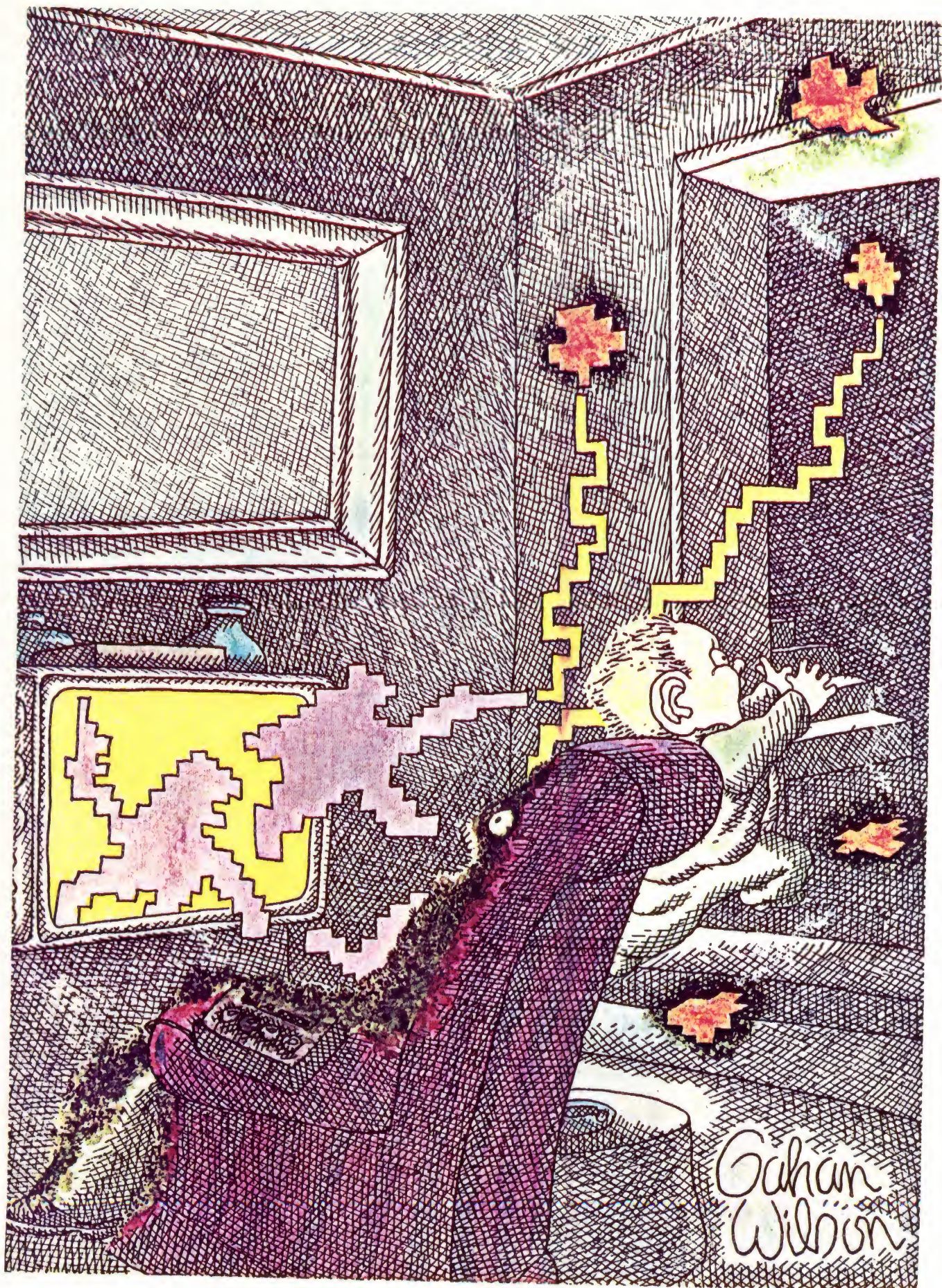
"And sometimes it does."

According to the coroner, Peter, who at 5-foot-9 and 195 pounds was overweight, was an intense player.

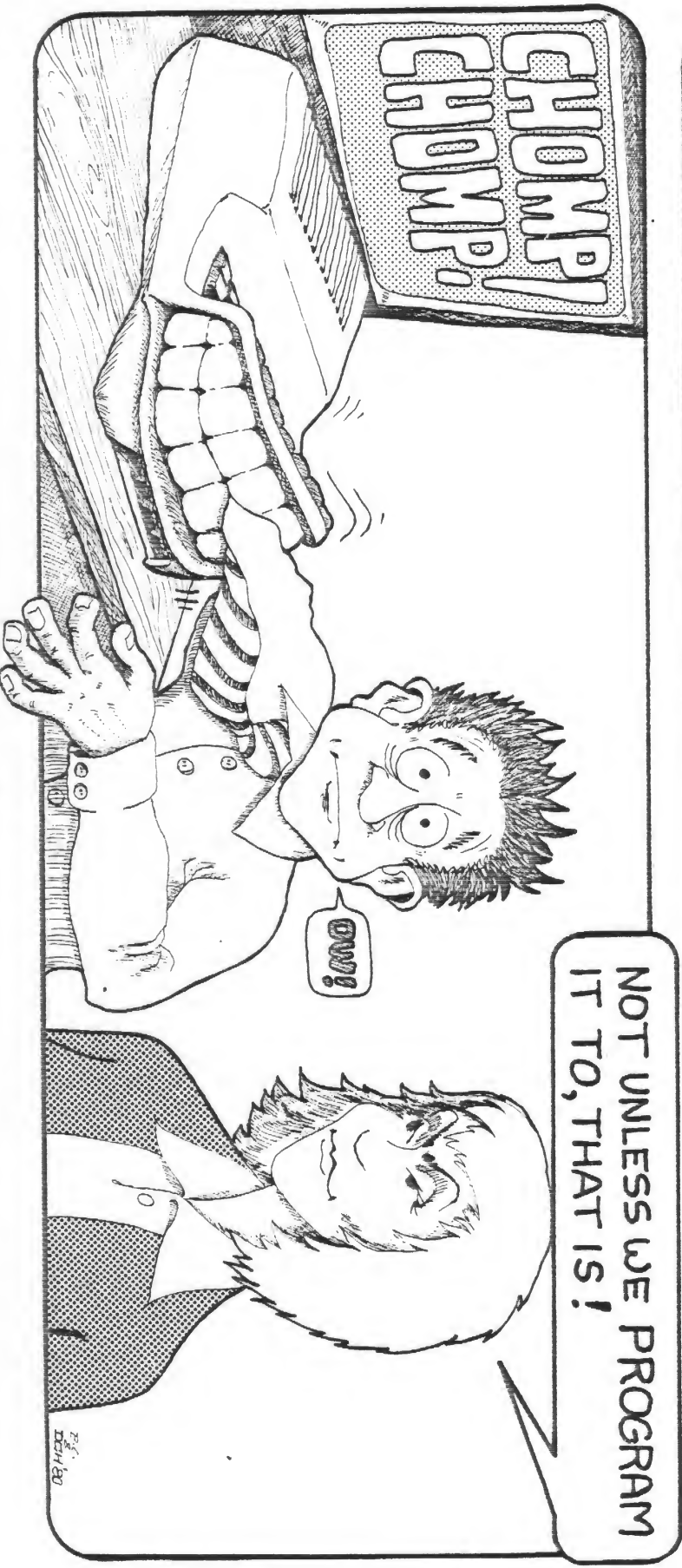
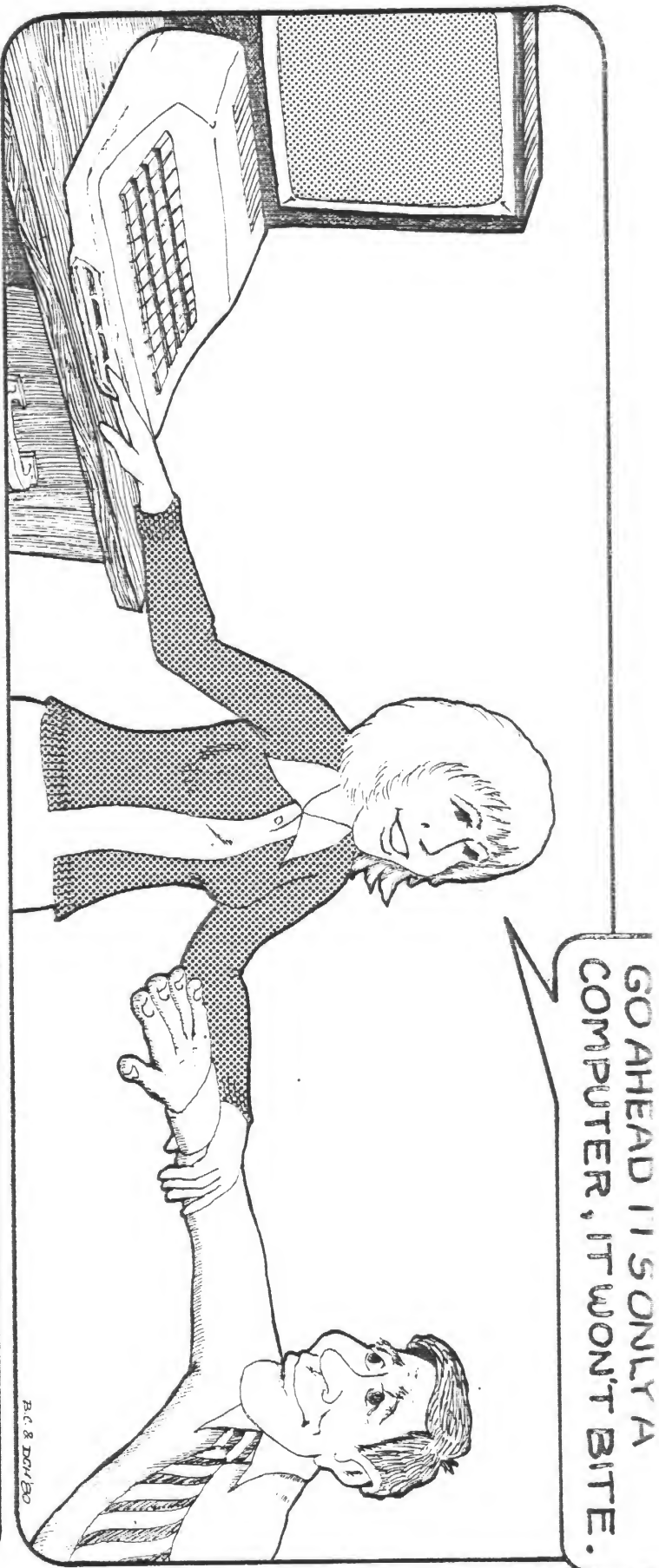
Apparently, he got excited and fiercely involved in beating the game. His heart speeded up, but the normal pathways for the electrical impulses that cause the heart to pump got blocked.

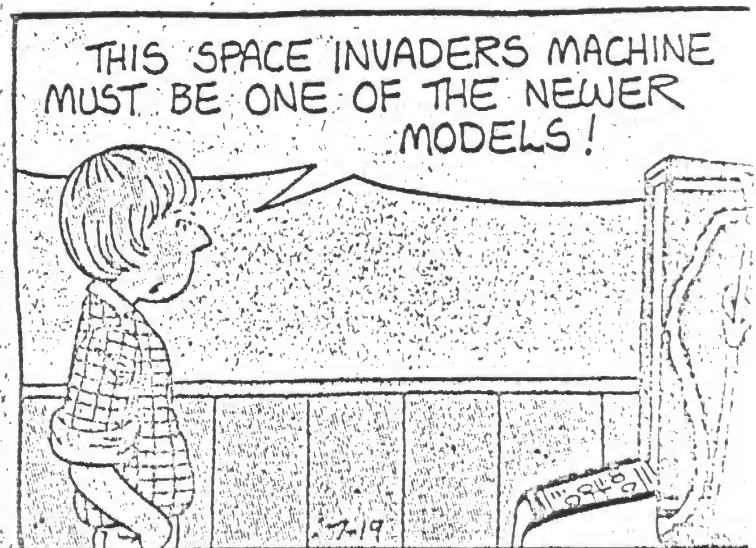
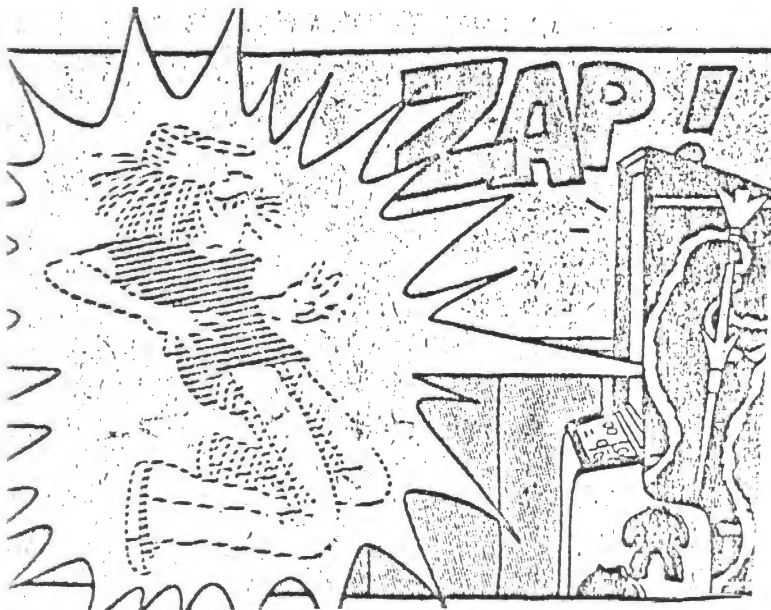
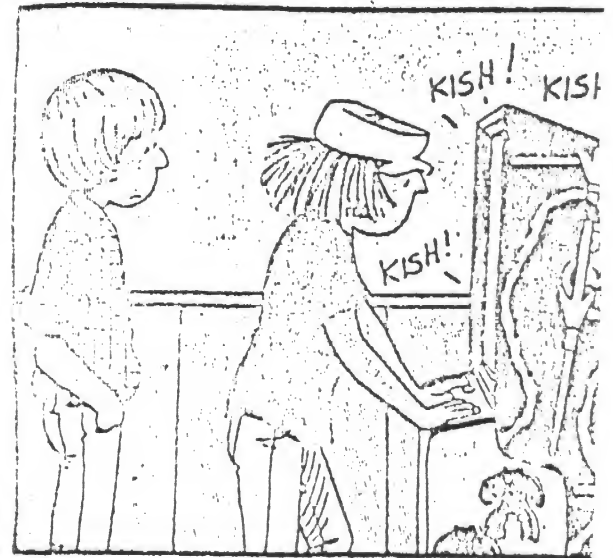
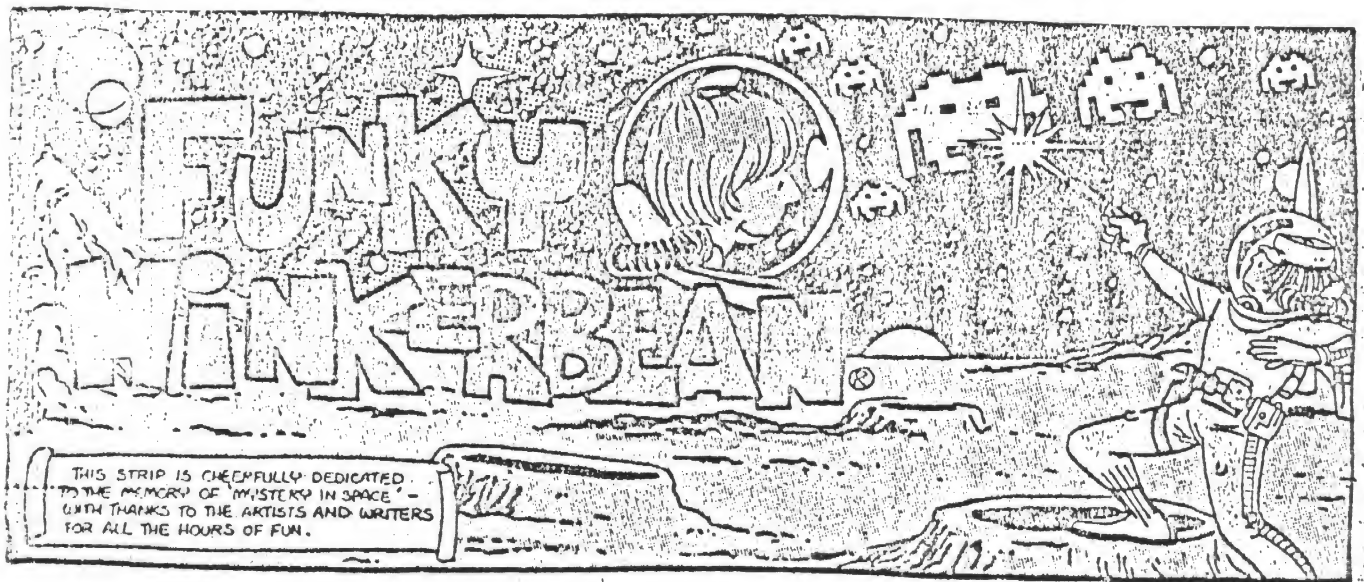
"These short-circuited impulses kept the heart from contracting properly," said Dr. Willardo. "Instead, the blocked impulses caused a dysrhythmia (an irregular heartbeat) which killed him."

"Many people with this heart condition who put themselves in real stressful conditions are not aware that they cannot take the stress," said Dr. Willardo.



"Mommy! Mommy! Daddy lost!"





Film Review

Game blows players away

By John Barry, IW Staff

SAN FRANCISCO, CA—Bullets from the approaching aircraft slammed into the man's chest, then ripped out through his back. From the gaping dorsal holes gushed fountains of blood as he crashed, face first, through the plate-glass top of an arcade machine.

The above is not a description of a scene from the latest Sam Peckinpah production, but rather a segment from *Extended Play*, a 16-mm film shown recently at a press screening of award-

winning entries in the Palo Alto, California, Film Festival.

Extended Play concerns a horny male adolescent who, after fantasizing about and failing to score with several girls, takes refuge in a surrealistic, infernal arcade parlor.

Using flashlights that airport ground personnel employ to direct planes on the tarmac, two moving men wheel in a new game called "Mig Alley," plug it in and depart. Our hero starts to play and soon realizes that the game is incredibly true to life.

Our hero starts to play and soon realizes that the game is incredibly true to life.

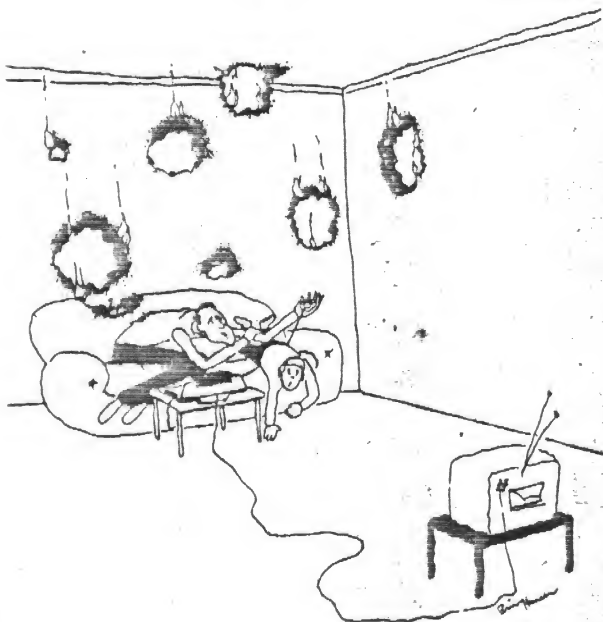
Adversary airplanes fire live ammunition through the game's screen and fell most of the denizens of the arcade parlor—as well as several of its machines.

The hero's craft is eventually hit, and his control panel warns him to eject as he rapidly loses altitude.

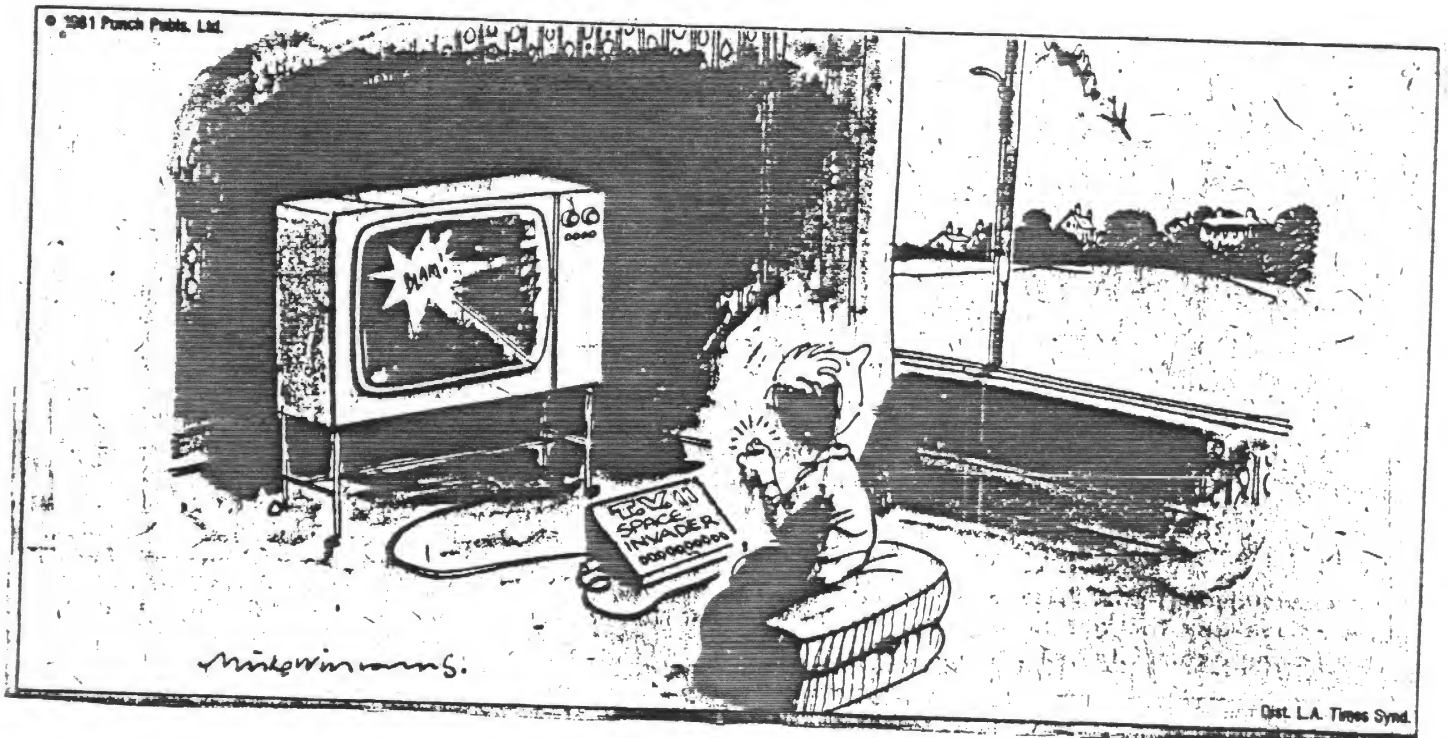
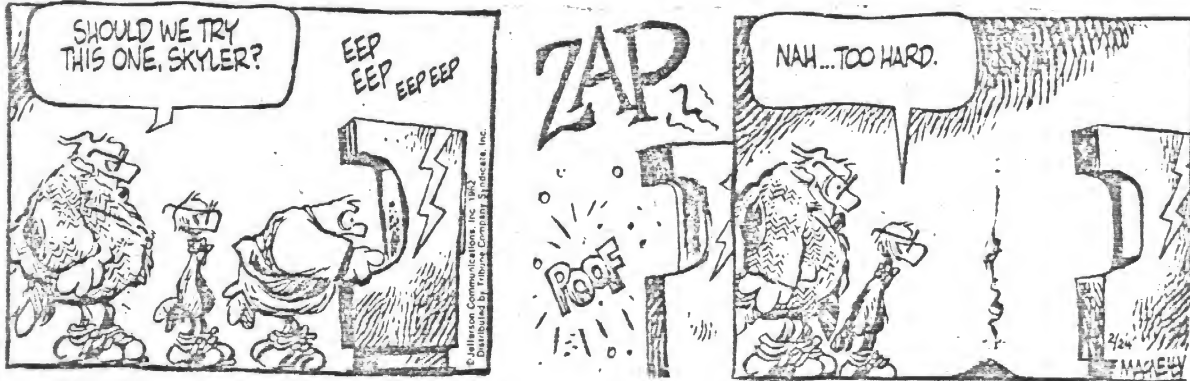
When he hits the "eject" button, he is propelled into the ceiling; the lower half of his body and the chair dangle from the hole his head has drilled in the ceiling. In the film's final frames, the hero's parachute opens and falls to the floor.

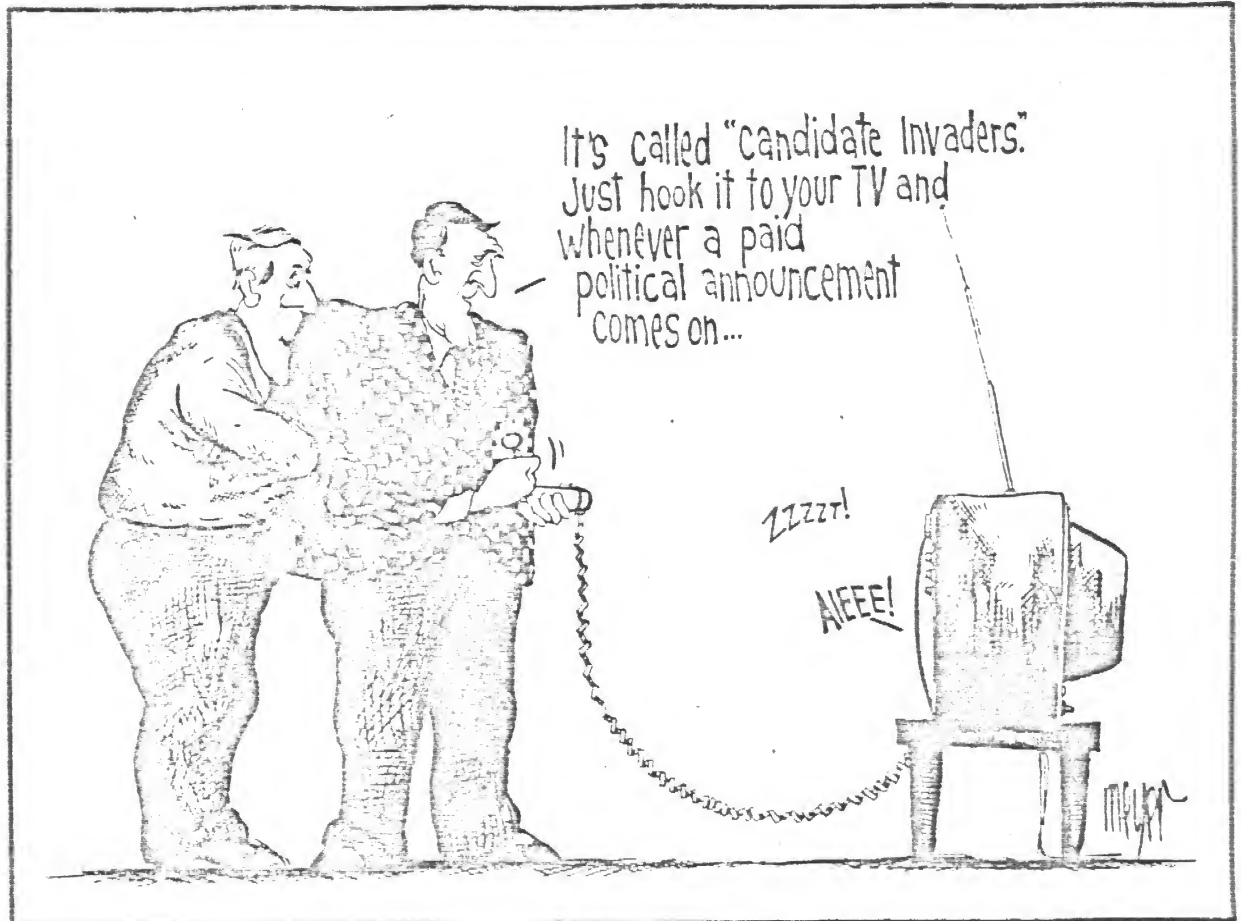
Extended Play is the work of David Casci, Chris Perry, John Nystrom and Dean Wolman, four San Francisco-area filmmakers who met at a local college film department. Atari is among the companies that get billing in the credits.

The film won first prize in the Palo Alto Film Festival's fiction category. ■

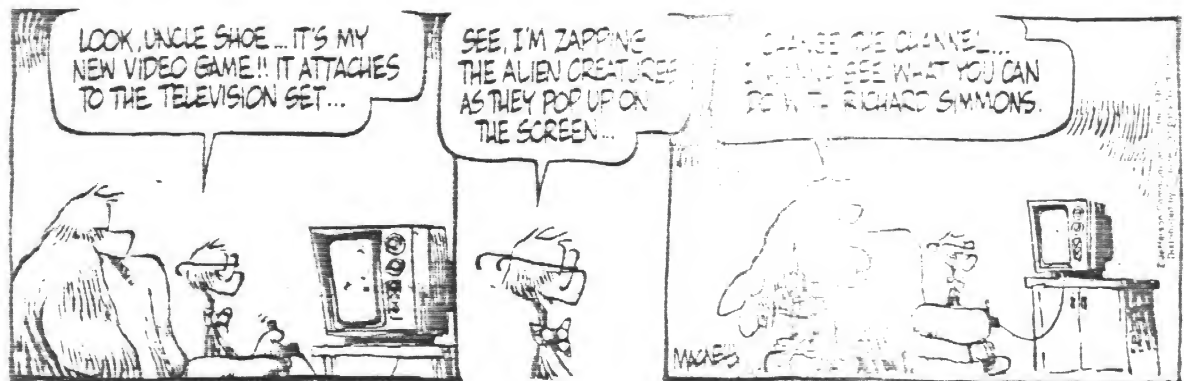


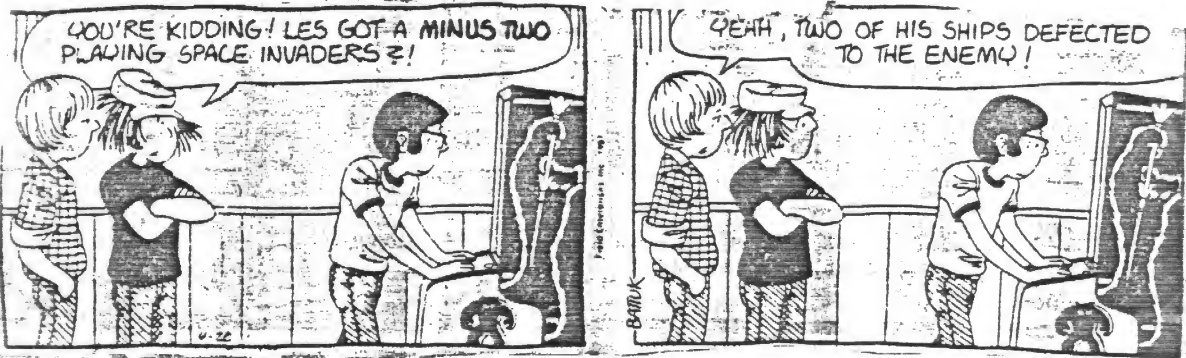
Shoe □ Jeff MacNelly





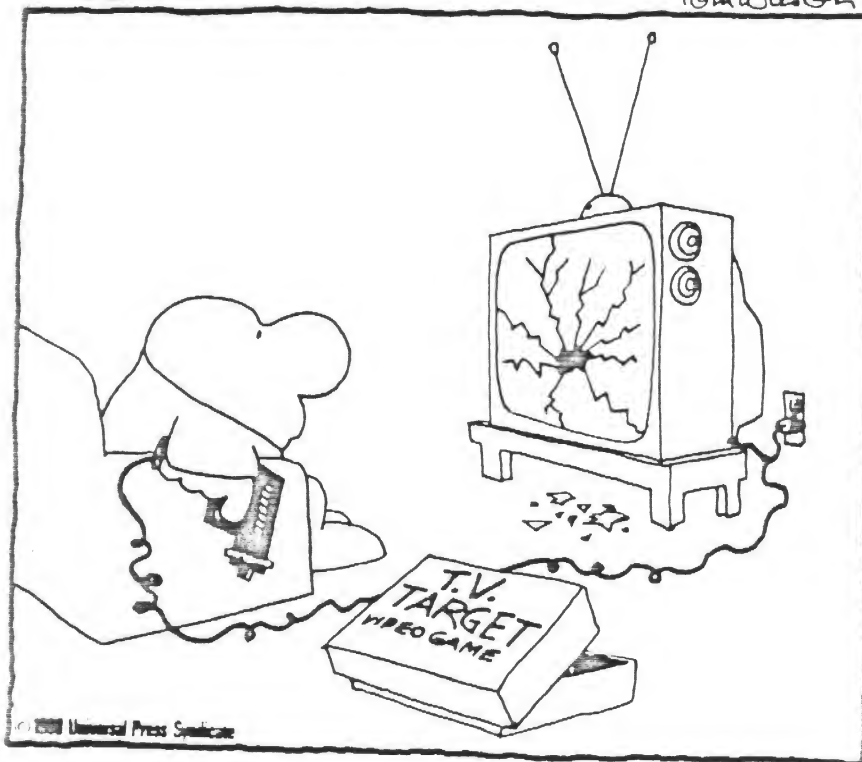
Shoe □ Jeff MacNelly



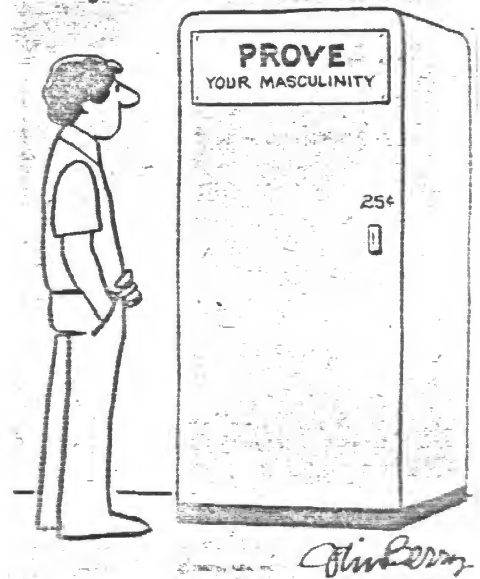


ZIGGY®

Tom Wilson



Berry's World



FINAL THOUGHTS

GAMES PEOPLE DON'T PLAY

By Steven Crist

3-D Drunken Driver Grand Prix

Spirited Toy Co. \$100. 1 player. Handheld. Breath-O-Lyzer and Po-Lee-Cee-Man optional.

This portable three-in-one unit combines the best features of auto-racing, drinking and law-enforcement games. Player imbibes (liquor not included) until Breath-O-Lyzer shows blood-alcohol content on player's breath to be in excess of legal limits. Player has option of playing in "impaired" mode (.06-.10 meter reading) or accumulating more points in the "intoxicated" mode (.10-.24). Object is to drive automobile-figure on screen through busy intersections without accidents and without triggering Po-Lee-Cee-Man cars. Additional points can be gained with flagrant displays of intoxication, such as running red lights and driving on sidewalk. Round ends upon apprehension by Po-Lee-Cee-Man and failing Breath-O-Lyzer test.

Advantages: Aids in development of motor-coordination and police-evasion skills. Provides excuse for ingestion of alcohol.

Disadvantages: Players have been reported abusive of the unit upon losing.

Note: 1983 model has disconnected previous versions' "clinically unconscious" mode (.25 and up) because of potential health hazard.

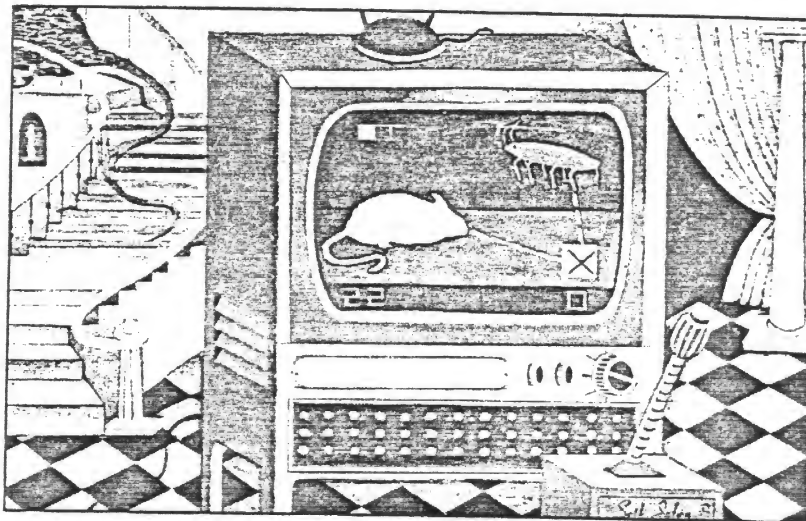
Rats and Roaches

Residential Projectronics Ltd. \$65/monthly rental. 6-14 players.

The state-of-the-art in the fantasy line of game cartridges, *Rats and Roaches* transports the "family" of players to a three-room inner-city apartment. Players act as a team to keep the invading rodents and insects from penetrating a maze of rusted pipes, faulty wiring and hollow walls. The enemies' goal is a sleeping infant and an opened package of creme-filled finger-cakes in another chamber.

Advantages: Complex, challenging game board with certain improvements on "Dungeons and Dragons" prototype. Fast-paced action with unusual twist that player must always lose; victory is measured in how long one can keep the invaders at bay.

Disadvantages: Testers reported emotional depression at game's inevitable loss factor after repeated playings. Audio portion, especially noise of infant



being devoured by rats at game's end, could be considered frightening by some pre-teenagers.

Assassin

Loner Games. \$50. 1-4 players. Targets additional.

The best feature of this new twist on the old arcade shooting-gallery machines is the availability of 150 "victim cartridges" to provide endless variations. Loner's 1983 list includes 40 prominent politicians, 10 complete strangers and 100 well-known figures in the entertainment field. These cartridges are only \$8 each (\$10 for a few popular most-wanted selections, including Bob Hope, Jerry Brown, Steve Martin; \$15 for double-pak cartridges such as the Carpenters, Monteith and Rand, President and Mrs. Reagan). Each cartridge follows its star through a typical day, providing lone gunman or hit-squad team numerous opportunities for assassination.

Advantages: High degree of accuracy in depiction of victims' daily schedule (evidenced by game's having served as a successful blueprint for the recent slayings of actress MacKenzie Phillips and Sen. Jake Garn of Utah).*

Disadvantages: Testers complained that game ends upon successful shot with electronic gun with no depiction of victim's death or bullet-riddled corpse. One disappointed player said, "I wanted to see that cheap hussy Loni Anderson bleed like a stuck pig."

Steven Crist, the horse-racing correspondent of The New York Times, is the author of Offtrack, a collection of short stories.

Large Male Sibling

Haigex Complex Equipment. Free. All members of household.

This game arrived in many households recently, although none of the recipients ordered one. Unit's purpose remains unclear. It appears to consist only of a concealed video camera.

Advantages: Despite uncertainty as to its purpose, users report a sense of well-being that has resulted from presence of Large Male Sibling. Testers report a drop in anxieties, a sudden lack of vexing concern in political matters and heightened understanding of such concepts as ignorance, poverty and freedom.

Disadvantages: There are no disadvantages to Large Male Sibling. There are no disadvantages to Large Male Sibling. There are no disadvantages to Large Male Sibling.

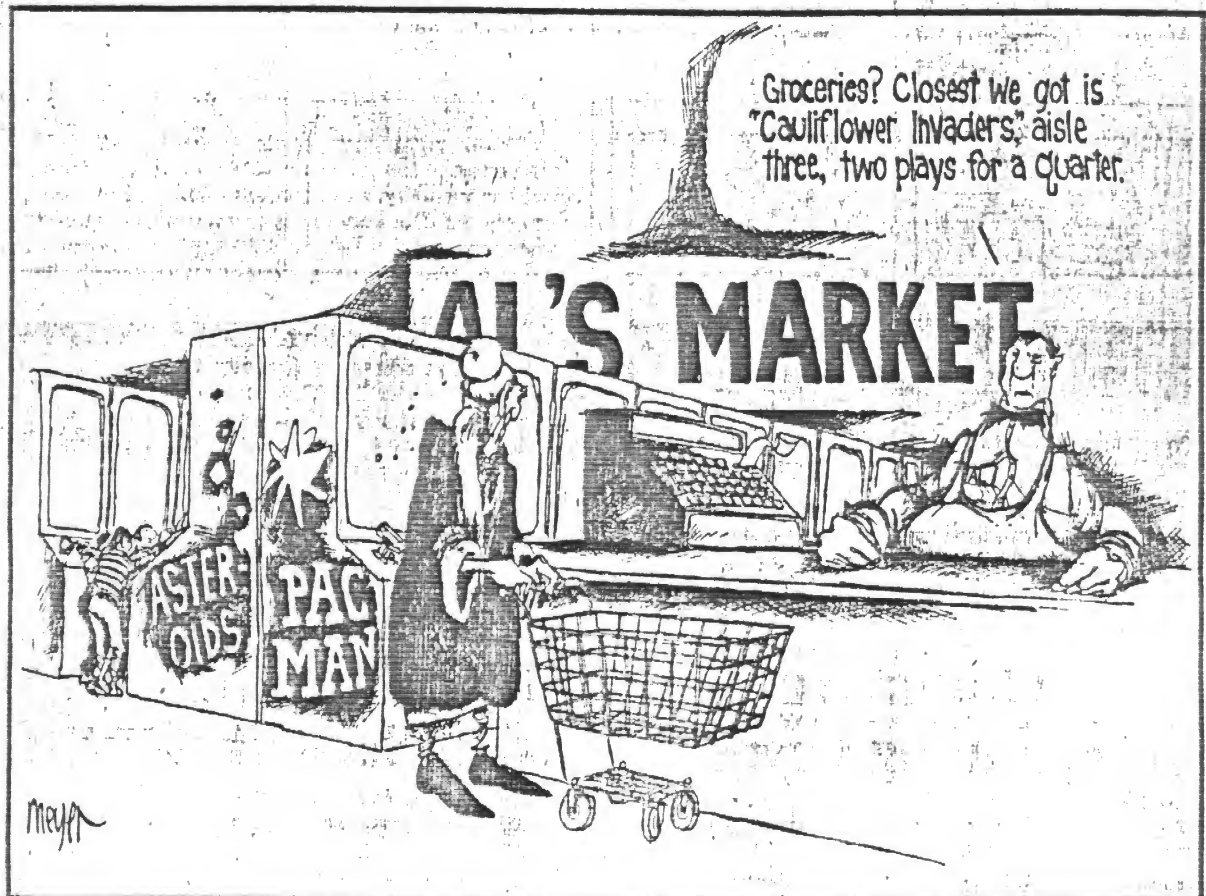
Intergalactic Battle of the Video Game Spokesmen

Uptown Productions. \$299.95. 2 players.

Players toss a coin to decide who will be a hairless 12-year-old boy and who will be George Plimpton. Each is then armed appropriately, the boy with a nuclear arsenal, lasers and an impenetrable spaceship, Plimpton with a condescending curl of the lip, a moribund wit and a townhouse.

Advantages: Plimpton always loses.

Disadvantages: Because Plimpton always loses, the game is reduced to a toss of the coin, so the expense of the unit is unnecessary, notwithstanding many testers' opinions that, "It's still fun to see it happen."

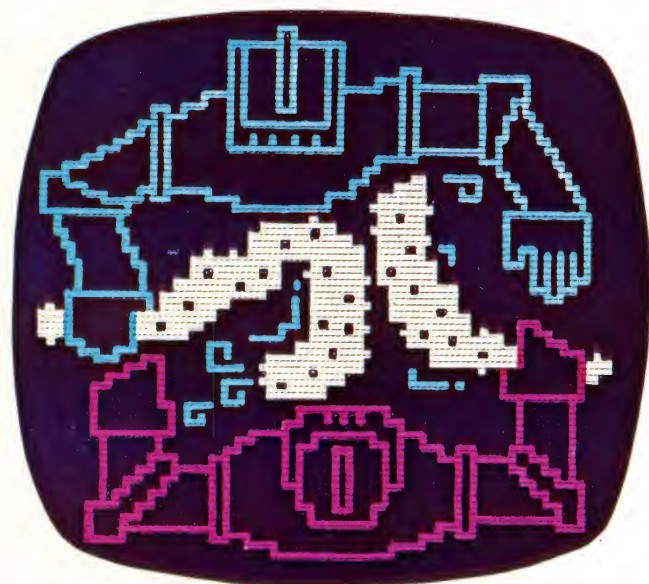


ALL THE NEW VIDEO GAMES

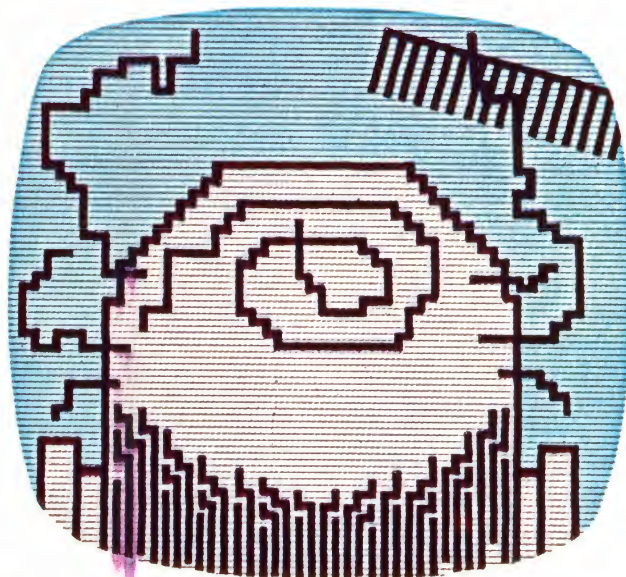
BY RON BARRETT



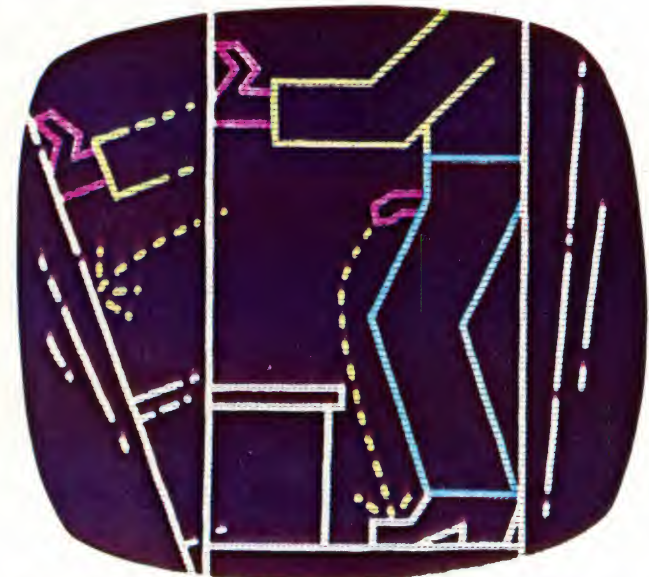
HOUSEWARES CRUISER Pick up a date in a major department store.



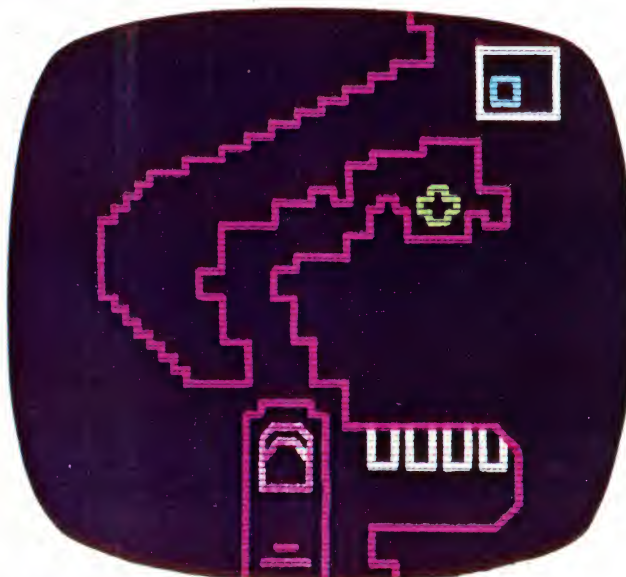
CAVE OF THE BLACK WIZARD Battle is joined as two knights snap wet towels at each other.



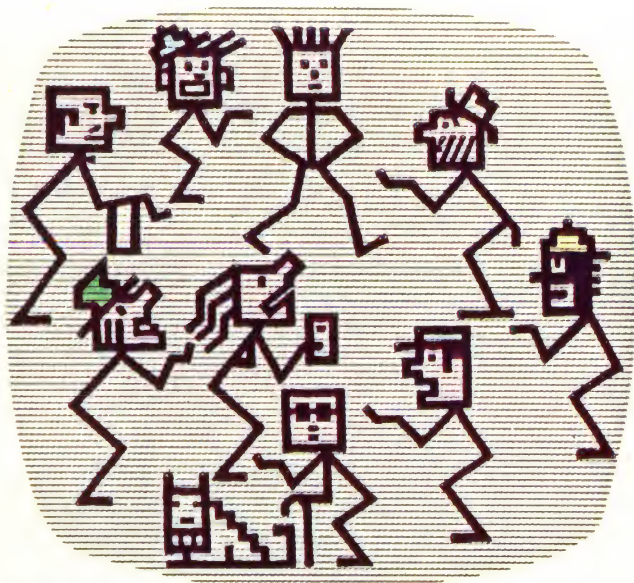
SKINDOME Arrange the balding man's hairs to cover maximum skin area before they all fall out.



AIRPLANE TOILET Don't pee on your shoes or the wall.



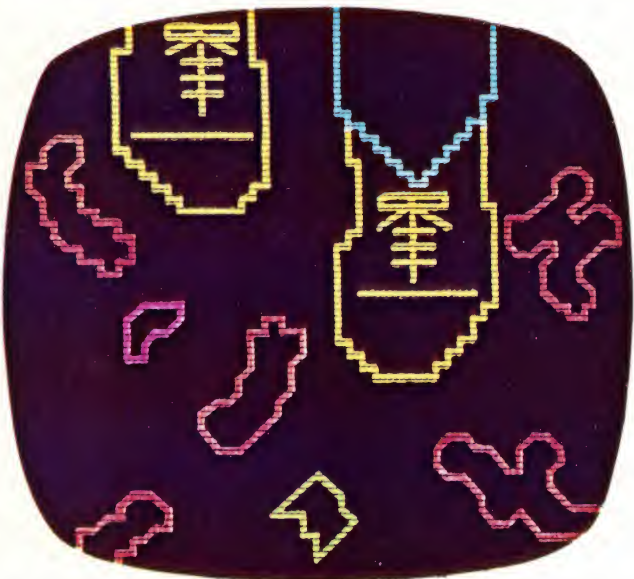
BOOGERHUNT Up your nose.



HANDOUT Try to avoid people asking you for money. Just try. Some of them have knives.



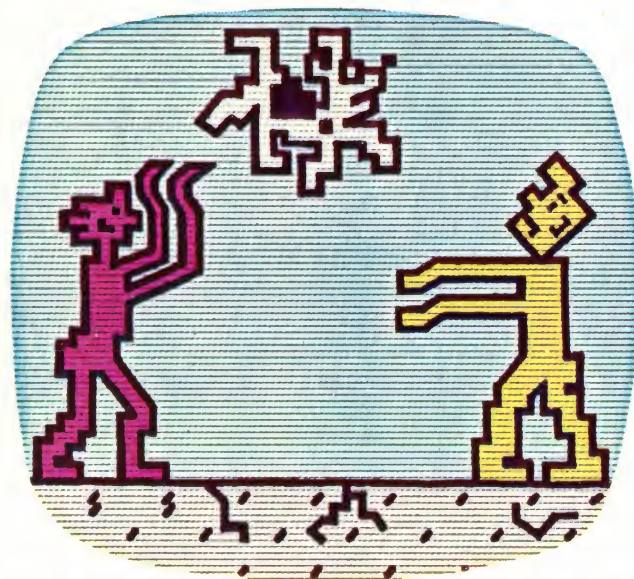
SPERM FROM SPACE Use laser cannon to knock out sperm before they knock up your little sister.



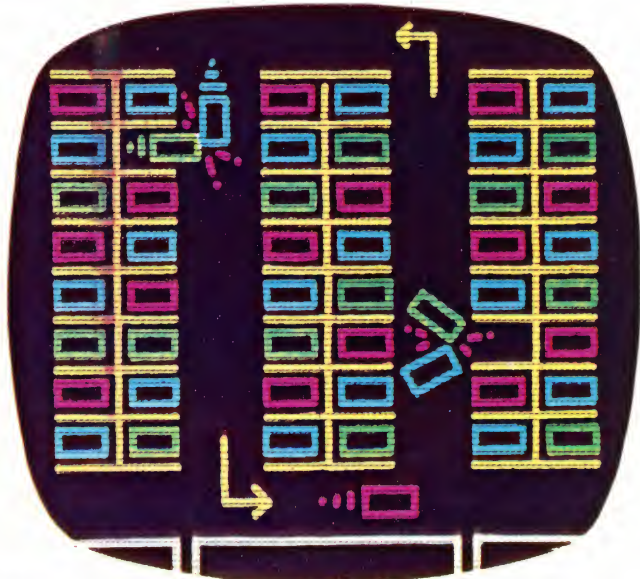
WALKIN' Walk down the street without stepping on broken glass or in gum or anything.



MAKE-OUT Unhook the bra without bumping into the moles.

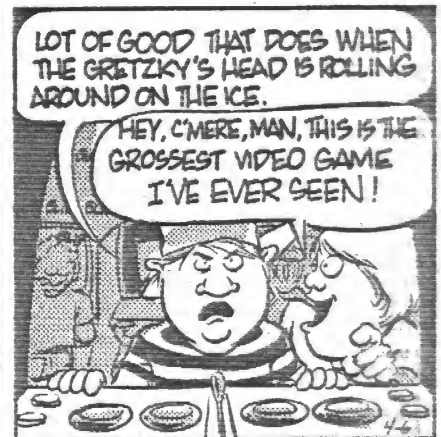
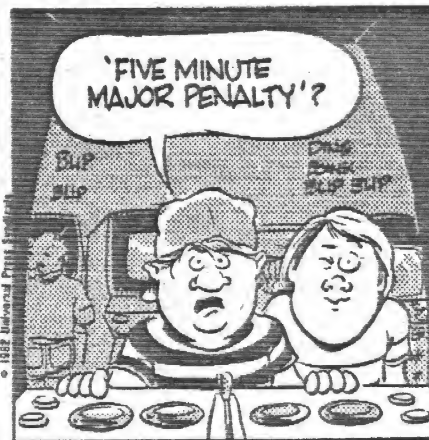
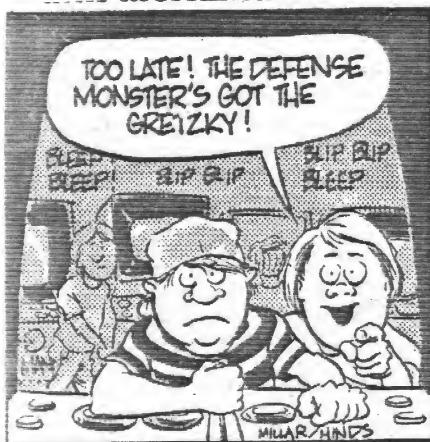
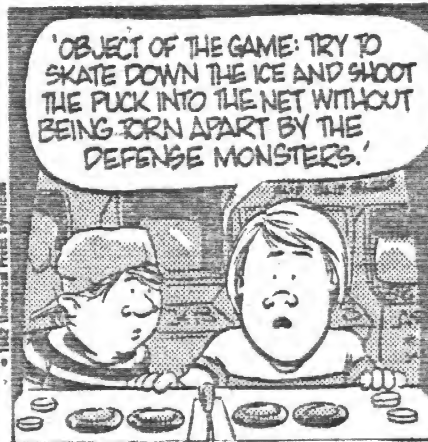


FLYIN' DOG Catch the dog before it hits the hard cement.



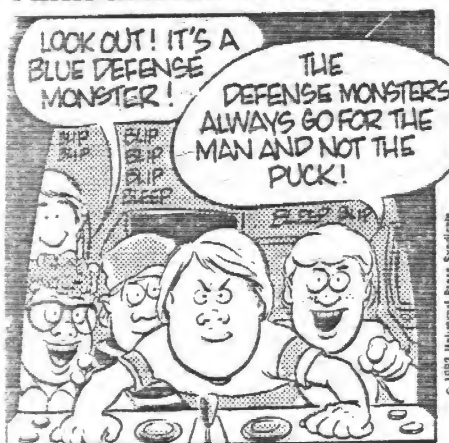
MALLCHALLENGE Find a parking spot near the store. ☐

Tank McNamara



Tank McNamara

By Jeff Millar & Bill Hinds





STEVEN GUERINAT/DIA

